PRIMA'S OFFICIAL STRATEGY GUIDE

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Alex Neuse

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PRIMA'S OFFICIAL STRATEGY GUIDE

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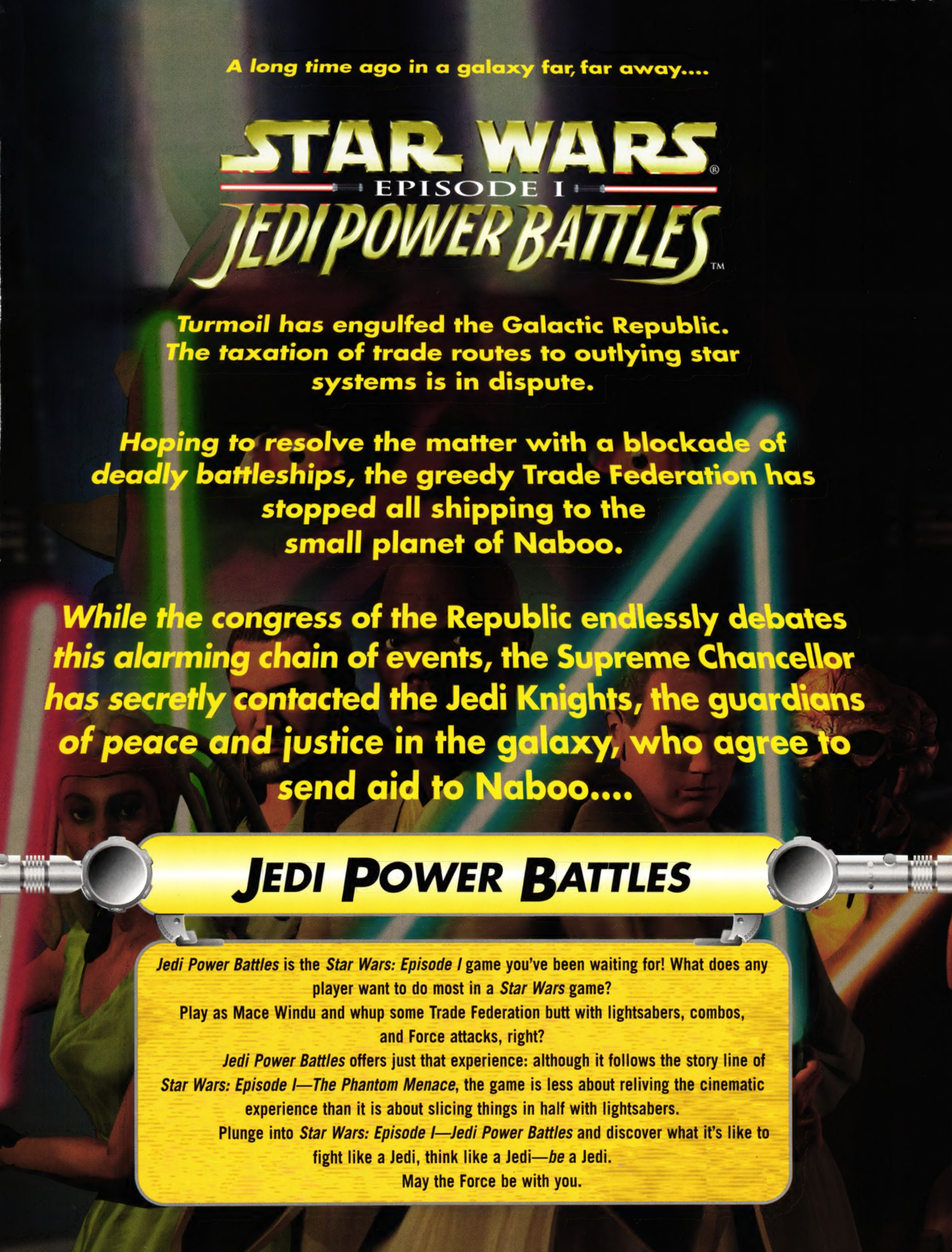

A long time ago in a galaxy far, far away....
STAR WARS®
EPISODE I
JEDI POWER BATTLES™
Turmoil has engulfed the Galactic Republic. The taxation of trade routes to outlying star systems is in dispute.
Hoping to resolve the matter with a blockade of deadly battleships, the greedy Trade Federation has stopped all shipping to the small planet of Naboo.
While the congress of the Republic endlessly debates this alarming chain of events, the Supreme Chancellor has secretly contacted the Jedi Knights, the guardians of peace and justice in the galaxy, who agree to send aid to Naboo....
JEDI POWER BATTLES
Jedi Power Battles is the Star Wars: Episode I game you've been waiting for! What does any player want to do most in a Star Wars game?
Play as Mace Windu and whup some Trade Federation butt with lightsabers, combos, and Force attacks, right?
Jedi Power Battles offers just that experience: although it follows the story line of Star Wars: Episode I—The Phantom Menace, the game is less about reliving the cinematic experience than it is about slicing things in half with lightsabers.
Plunge into Star Wars: Episode I—Jedi Power Battles and discover what it's like to fight like a Jedi, think like a Jedi—be a Jedi.
May the Force be with you.

LOCK-ON MODE

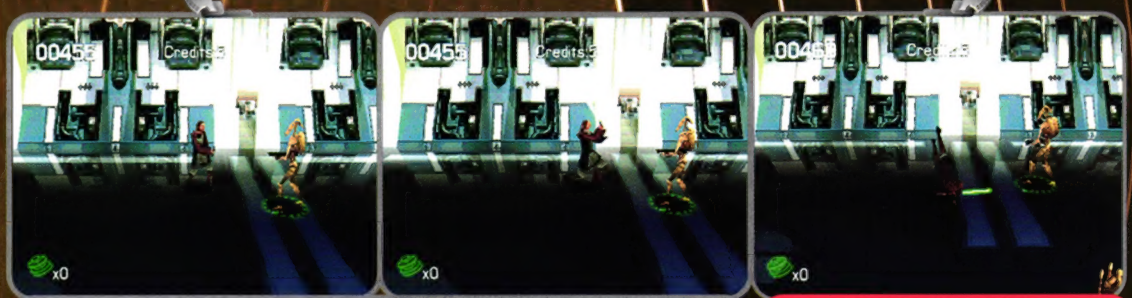
To master the Force and defeat the hoards of villains who confront you in *Jedi Power Battles*, you must master the game's Lock-on mode.

The following sections detail a number of situations in which Lock-on mode can be extremely effective. Just remember, there's a time and a place to employ Lock-on mode. It won't be necessary for every battle.

When you must focus your attacks on one individual, Lock-on mode is your best friend. When you must turn quickly to face an attacker, Lock-on mode will be there for you.

But if you're almost out of energy and you want to run like mad, Lock-on mode will only keep you from gaining any distance. And when you must execute an awesome jump from platform to platform, using Lock-on mode is a mistake.

STANDARD LOCK-ON COMBAT



You'll use Lock-on mode most commonly when you want to engage a single enemy in close-range combat. Once you lock on, your Jedi will move in relation to your foe. Rather than run circles, you'll sidestep around the enemy, always maintaining your focus on the opponent. You may perform all combos in this mode—keeping close to your opponent, and always perfectly lined up.

TIP

Locking-on one enemy can leave your back open to attack from another.

QUICK! TURN AND ATTACK!

You're about to finish off this droid.

You've finished on this side, but you have business to attend to behind you!

Hit the Lock-on button to whip around, ready to attack the new assailant.

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Whether you're locked-on or not, if you notice an attacker sneaking up on you, hit the Lock-on button when the would-be assailant is right behind you to turn and face your enemy instantly.

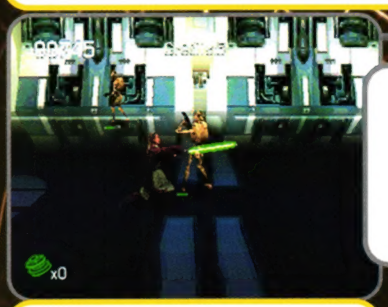
NOTE

This technique is especially handy when two bad guys have you cornered. Strike one, and then toggle to the other. Strike that one, and then toggle back to the first. Repeat until both enemies are down.

ADVANCED LOCK-ON TECHNIQUES FOR THE *JEDI POWER BATTLES* PRO

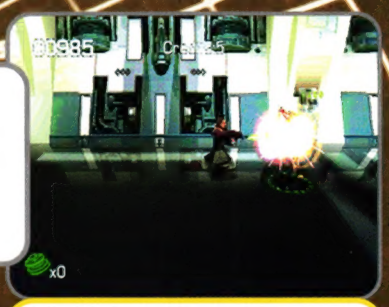
Practice the following Lock-on mode techniques until they become second nature. Simply reading about them will get you no closer to victory. Practice on a level you've already beaten. That way you can take a few hits from weaker enemies if you botch a move.

RUNNING ATTACK LOCK-ON



Incorrect

Possibly the most powerful use of Lock-on Mode (and therefore the most popular among *Jedi Power Battles* pros) is the Running Attack Lock-on. This combination of moves enables you to land those very powerful running attacks nearly 100 percent of the time.



Correct

To pull off this move with full effectiveness, run toward your attacker. When you're sufficiently close to your foe, execute one of your three running attacks (the slash and the stab work best with Lock-on mode). Hit the Lock-on button just after you begin the move. Your Jedi will turn to face the enemy automatically and land your attack with complete accuracy.

Naturally, an enemy will block this move from time to time. If this happens, even after you've made contact, don't worry. Simply try again to break down your opponent's defenses.

FORCE ATTACK/ITEM LOCK-ON

If your Jedi has a Force Power or throwable weapon, Lock-on mode can greatly improve your aim.

Qui-Gon's Force Burst seeks its targets, but it misses from time to time.

Lock onto your target, and Force Burst will focus on the enemy every time.

To ensure complete accuracy when using your Item power-ups or Force Powers, lock onto the enemy you want to hit as you would in close-range combat. This focuses your Jedi's mind, and your projectile's aim will be true. This technique is especially effective for distant attackers you can't reach with your lightsaber.

If the enemy you lock onto moves after you launch your Force Power or throw your item, there's no guarantee your attack will connect. Usually, though, it will land close enough that the enemy will feel its effects all the same.

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WHEN NOT TO USE LOCK-ON MODE

Locking-on when you're fighting many enemies may prove detrimental. With Lock-on mode disabled, you can attack multiple foes at once with broad slash attacks.

- *Combos*

If you're very low on energy, the last thing you want to do is to bind yourself to an enemy. Toggle off Lock-on mode and run from the aggressors until you can locate a health power-up. Then consider reentering the fray.

Don't attempt precarious jumps in Lock-on mode. It confines your movements in relation to the nearest enemy. If you need to jump over difficult areas, you want to move as freely as possible.

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ITEMS AND POWER-UPS

Throughout the game you will find many power-ups. Use the power-ups, not only to boost your attributes while in the actual game, but also to boost your points to work towards unlocking secrets. Below is a list of all the different types of power-ups and what they do and when to use them.

50 & 100 Points

Health. There are two sizes of Health power-ups. The small, which looks just like the picture, and the large, which has a throbbing, glowing pulse to it. This Health power-up will give you a good portion of health back. When you see one of these, you surely won't want to pass it up, because you want the points whether you need the health or not. If there are enemies about and you're not totally desperate for an energy refill, fight those enemies first, then swing by and pick up a Health power-up.

50 & 100 Points

Force. Just like the Health, the larger of the two glows a bit. If you see one of these sitting around, run around and take care of the enemies using your Force attacks, so that when you pick up the power-up, it's Force filling effects won't be wasted.

100 Points

Item. Never should you ever pass up an Item power-up. The gadgets and items the characters in the game carry around are very powerful allies to have fighting along side you. Again, if you're at your max when you see one of these, either give it to player two or use up one of the ones in your inventory.

100 Points

Blade Amplifier. The Lightsaber Blade Amplifier, not only makes your lightsaber look extra cool, it also increases the amount of damage you lay on your opponents. Pick one of these up, if possible, just before you go into battle and attack the strongest enemies first, for the amplification only lasts so long.

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100 Points

Blade Extender. The Lightsaber Blade Extender is very similar to the Blade Amplifier, it even deals a more beefy amount of damage when you hit an enemy. The real draw to this powerup, though, is that after you pick it up, you'll be able to attack foes from farther away, so it's really smart to pick this one up when you're falling low on health. That way, you can keep the bad guys at bay until you make it to a Health power-up.

Power-up All. This power-up is the be-all, end-all of power-ups. It fills your health. It fills your Force. It even fills your items. Add a Lightsaber Amplifier on top of it and you've got yourself the Power-up All. Sadly, though, no points are awarded for such a power-up.

Checkpoint. If you pick up one of these wonderful items you'll be insured that if you die later on in the level, you won't have to start over all the way from the beginning—you'll immediately get teleported back to the spot where you picked up the checkpoint. There aren't many in a level, so grab 'em whenever you see 'em.

White: 1000 Points

Yellow: 2500 Points

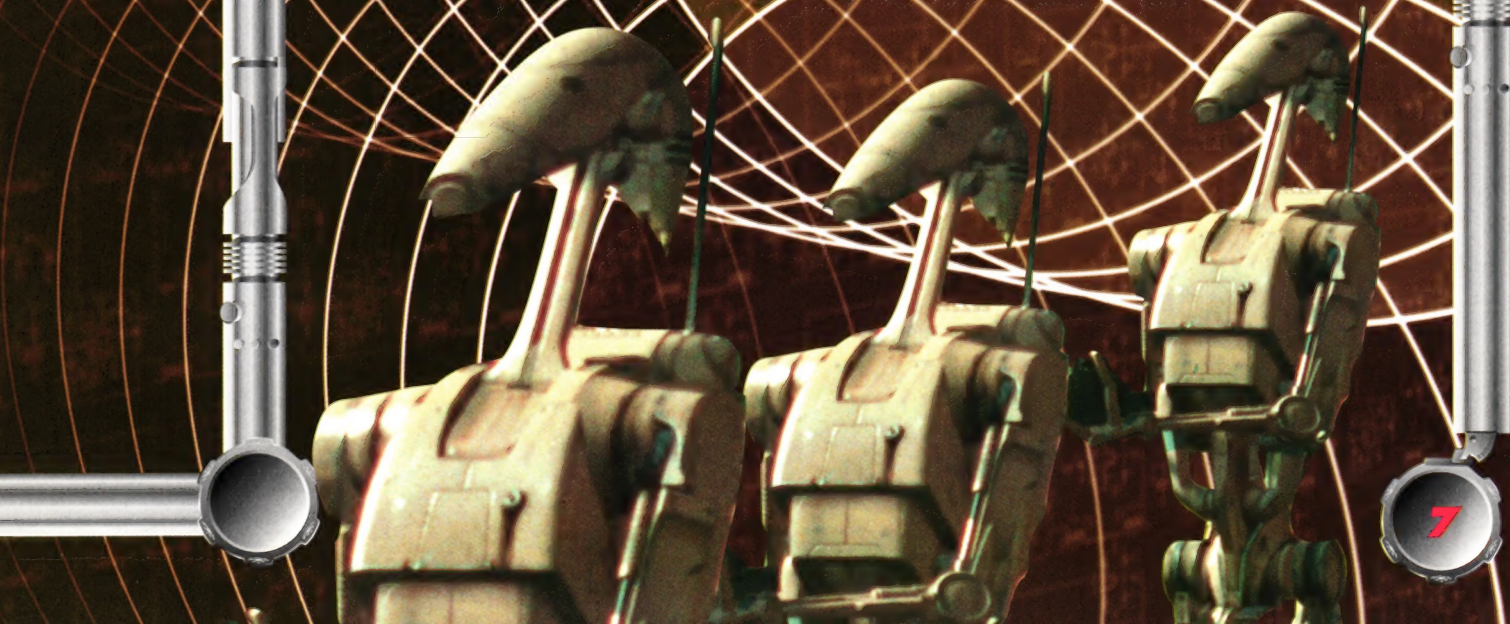
Points. There is no reason whatsoever that you should ever pass up a free Points power-up. There is only one of each of these Points power-ups on any given level, so you may have to do some hunting. If you want to unlock all the secrets, search for these Points power-ups for sure.

200 Points
Extra Life. A little rarer than the rest of the power-ups, the Extra Life is a sought after treasure. Whenever you see this, nab it. You never know when you might die and it's better to have insurance than to run past a freebie power-up when you see one.

500 Points
Challenge. The Challenge power-up is really cool, because it gives you 500 points, but it's kind of a bummer too, for it downs your health and Force by half, no matter how much you have left. Be careful when going for the Challenge. Make sure your character can survive for a while with half their current energy.

Randomizer. The Randomizer Power-up is a fair weather friend. Sometimes it'll totally treat you right and cough up a mega points bonus, but other times it may cough up a challenge! Try your luck if you're not too low on health that you couldn't get by with half of it suddenly drained. The point value of the Randomizer depends upon which power-up it actually gives you.

50 Points
Gungan Artifact. There are only three Gungan Artifacts to be found in the whole game. Finding all three will unlock the "Gungan Roundup!" mini game! Where are those three Gungan Artifacts, you may ask? Well, they're in the Swamps of Naboo, on Tatooine and in the Ruins levels. Turn to the levels section to check out the maps if you want specific locations.



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OBI-WAN KENOBI

These are the beginning links of the Reverse Spike, Backhand Thrust, and Saber Assault combos. With practice, Obi-Wan will become stronger and prove himself a Jedi Knight by laying waste the Trade Federation and anyone else who stands in his way. Gain points to learn additions to Obi-Wan's combos. Before Obi-Wan can learn a five- or six-hit combo, or a combo with a Force ending, he must learn four four-hit combos.

Qui-Gon Jinn's Padawan is a young, eager student of the Jedi arts. Reckless and fierce, he rushes into battle full of vigor. His attacks are quick and ferocious. Although he lacks Adi Gallia's precision and Plo Koon's brute strength, his fighting style is so aggressive he does well, anyway.

Obi-Wan and Qui-Gon have shared many adventures over the 12 years they've spent side by side. They first joined forces on the planet Bandomeer as they battled on behalf of the Agricultural Corps. During this battle, Obi-Wan proved himself worthy of Qui-Gon's tutelage by helping combat the fiendish and cruel Xanatos, a former Padawan of Qui-Gon.

Although Obi-Wan is still learning to fight like a Jedi Knight, you'll soon find even a Jedi-in-training is an awesome force.

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BASE COMBOS

■,■

■,■,■

X,X,▲

ADVANCED COMBOS

■,■,▲,■ Reverse Spike

■,■,■,▲,L2 Backhand Thrust

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×,×,▲,■,■,▲ Saber Assault

×,×,■,■,▲ Rising Saber

▲, L2 Falling Saber

ITEM: THERMAL DETONATOR

L2, ■

Obi Wan uses this small-caliber explosive to clear areas where the fighting becomes overwhelming.

FORCE POWERS

SABER DASH

L2, ▲

Use the Force to assist you in this forward lightsaber strike that sends enemies flying, dealing them heavy damage.

PROTECTION BUBBLE

L2, ●

Use this Force Power for defense when too many enemies surround you. It pushes them back and gives you time to get back on your feet.

FORCE THRUST

L2, ×

Force Thrust is a short-ranged offensive Force Power that seeks enemies. It's perfect for taking out assailants who attack with ranged weapons.

QUI-GON JINN

VENERABLE

Jedi Master Qui-Gon Jinn is a thoughtful, caring teacher with a rebellious spirit. He strides into battle calm and focused, every move calculated and precise. He wields his lightsaber with grace and a refined style. Nearly 40 years older than Obi-Wan, Qui-Gon is slower than the young Knight. Experience has taught him, however, that sometimes focus is a more powerful ally than agility.

Although considered a powerful Jedi Master, his independent nature and past failures have kept him off the Jedi Council. He took Obi-Wan under his wing in the hope he could redeem his failure with Xanatos. In training Obi-Wan, Qui-Gon found in his Padawan a friend and trusted partner, and they completed many missions together.

Qui-Gon has developed a fighting style like no other. If this is the Jedi you play as, you'll execute a beautiful fighting style with deadly calm.

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BASE COMBOS

These are the beginning links of the Roundhouse Strike, Roundhouse Lift, and Roundhouse Slap combos. Qui-Gon starts the game knowing the Backfist Sweep combo.

As you grow into his fighting style, it grows into you. Soon, you'll feel the Force flowing through and from you, as you pound every enemy into submission. Gain points to learn additions to Qui-Gon's combos. Before Qui-Gon can learn a four-hit combo or one with a Force ending, he must learn four three-hit combos.

▲,■

■,■

■,■,×

×,▲,×

ADVANCED COMBOS

▲,■,▲,▲ Roundhouse Strike

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■,■,▲,▲ Roundhouse Lift

■,■,× Backfist Sweep

×,×,▲ Fatal Thrust

×,▲,×,L2 Roundhouse Push

×,▲,×,▲ Roundhouse Burst

ITEM: ELECTRIC DETONATOR

L2,■

This electricity bomb works well against droids and other mechanical devices. If an enemy is hit with the electric jolt, they'll fly backwards, electrocuted.

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QUI-GON'S FORCE POWERS

SHOCKWAVE

L2, ▲

This powerful attack is Qui-Gon's special Force Push. It's a 360-degree attack that will send most enemies flying into oblivion.

HEAL

L2, ●

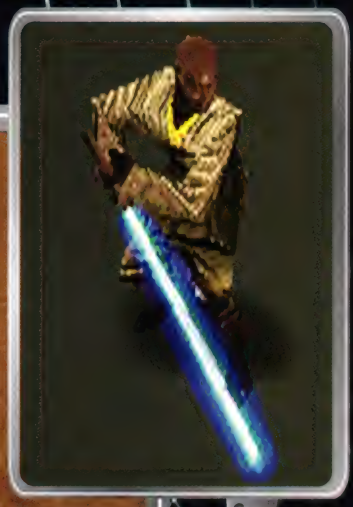
If he has enough energy left in his Force bar, Qui-Gon can heal himself slightly when his health is low.

FORCE BURST

L2, ✕

Much like Obi-Wan's Force Thrust, this burst of energy seeks out nearby enemies. Because Qui-Gon is the master, and Obi-Wan merely his Padawan, Qui-Gon's version travels much farther.

MACE WINDU



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One of the Jedi Council's most trusted and influential members, Mace Windu has seen many battles, yet bears no scars. Mace struts in to take control of any battle. His fighting style is graceful and precise, albeit a bit deadlier than Qui-Gon's. Mace attacks with fury and speed. His blade blurs as it spins and flips, dicing anything it touches.

Possibly the most adept Jedi Master after Yoda himself, Mace Windu is highly respected among other Council members and thousands of Jedi throughout the galaxy. He leads the Jedi with conviction and power, yet is a respected warrior who's won many battles. Fearing not even death, he stands tall on the battlefield as others fall around him. He'll fight for any just cause. Mace Windu is a true hero.

Mace Windu's saber technique, combined with his skilled use of the Force, makes him arguably the most powerful Jedi of the five.

BASE COMBO

From this combo beginning, Mace can branch off and learn three variations, and another, completely unrelated, combo. Controlling Mace isn't as easy as, say, Obi-Wan, but if you choose to play as Mace, your combos will become powerful and, as you learn them, your Force Powers will become your strongest allies. Gain points to branch your combo off into new moves. Before Mace can learn a four-hit combo or a combo with a Force ending, he must learn three three-hit combos.

■,■

ADVANCED COMBOS

×,■,■,▲ Master's Precision

■,■,■,×, L2 Master's Arm

■,■,▲,▲ Saber's Tornado

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■,■,L2 Spinning Throw

ITEM: THERMAL DETONATOR

Mace carries a small supply of Thermal Detonators into battle. This small explosive takes care of most enemies before they know Mace is there.

L2,■

FORCE POWERS

L2,▲

When you're feeling overwhelmed and are surrounded by bad guys, press L2,▲ and let your enemies run into your Saber Shield. This power also reflects laser fire back at its dispatcher.

SABER SHIELD

L2,●

Mace enters a dome of protection that saps energy from attackers who come in contact with it. It also fills his energy bar.

FORCE ABSORB

L2,✕

Although Mace's strength lies in close-range combat, when he chooses to, he can command his lightsaber to seek nearby enemies for long-ranged attacks. This move taxes Mace's concentration severely, and prevents him from moving while his saber is away from him.

SABER THROW

ADI GALLIA

Adi Gallia is a swift fighter with lightning-fast reflexes. Once in combat, she focuses on getting the upper hand early. Her lone attacks aren't strong, but as part of the combos she knows and learns, they'll stun enemies long enough for her next hit to register. Her training lends her a certain tranquillity that allows her to maintain her stamina even when fighting so fast.

The daughter of high-ranking Corellian diplomats, Adi Gallia has spent most of her life on Coruscant, surrounded by the Republic's bureaucracy, making contacts within the government, and running espionage missions for the Jedi Council. Of all the Jedi Council members, Adi Gallia is perhaps the most in tune with the Galactic Republic's inner workings. It was she who first learned of the Trade Federation's plans to invade Naboo.

Adi's speed leaves her enemies awestruck. Her fighting style is simple—rush in and strike often. Most of her Force Powers are defensive, yet very powerful. Use them wisely to create openings where none existed before.

BASE COMBOS

■,■,■

×,×,■

As Adi grows stronger in the Force, she can learn seven unique combos. When playing as this character, remember to balance your lightsaber attacks with your Force attacks. Adi is all about getting in quick and striking often.

Adi's fighting style differs greatly from that of the other Jedi. Play as this character if you think you'll be running from enemies more than fighting them, for she can outrun anyone in the game. As with the other Jedi, getting more points unlocks new combos. Before Adi Gallia can learn any four- or five-hit combos, she must learn three three-hit combos.

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ADVANCED COMBOS

■,■,■,▲ Saber Slash

▲,▲,▲ Somersault Slice

▲,▲,×,▲ Somersault Lift

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■,■,×,× Physical Thrust

■,■,▲,× Somersault Slap

×,×,▲,▲ Force Filet

×,×,■,■,× Corellian Killer

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ITEM: ENERGY SHIELD

Adi's personal Energy Shield keeps her opponents at bay and reflects shots back at the shooters.

L2, ■

FORCE POWERS

L2, ▲

This Force Power dazes and confuses enemies, allowing a perfect opening for any Jedi to run in and wreak havoc.

MESMERIZE

L2, ●

FORCE CLOAK

Adi becomes invisible to her enemies. Take care, though. If you attack someone, they'll wise up and start punching back. Use it mainly to get yourself out of hairy situations.

L2, ✕

These energy beams weaken and destroy nearby targets.

PIERCING GAZE

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PLO KOON

Plo Koon saunters into battle and watches the enemies drop. He's that powerful. His attacks bring enemies to their knees, often with one strike. Plo's calm intensity strikes fear into the hearts of his opponents. He's not particularly fast, but his fighting style and combos more than make up for it. Plo Koon believes in letting enemies come to him. If they're smart, however, they'll turn and run.

If Plo prefers to size up the battle from a distance beforehand, it's not for lack of Jedi skills. On the contrary: he comes from a long line of Jedi warriors and is one of the most powerful Jedi Masters on the Council. The large extrasensory organs protruding from the top of his head enhance his Jedi mind skills. Because he hails from the planet Dorin, he must wear a breath mask to stay alive in oxygen-rich environments, such as those on Naboo, Coruscant, and Tatooine. Plo and Qui-Gon are longtime friends.

Plo Koon is the group's heavy-hitter. When you attack as Plo, remember that he's not fast; avoid large groups of enemies. Plo is strong in the Force. Don't hesitate to use this strength often.

BASE COMBOS

■,■

×,▲

When using Plo Koon, remember how powerful he really is. You can take out many basic enemy types with one or two hits. Because his speed is lacking, though, avoid rushing into a battle where enemies will surround you: their attacks will overwhelm the Kel Dorian Jedi Master.

Plo's heavy lightsaber attack is the best friend you have when you play as this character. The sooner you gain maximum points, the sooner you'll have access to his most powerful combos. Plo can't learn four-hit combos or combos with Force endings until after he learns five three-hit combos.

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ADVANCED COMBOS

■,■,▲ Saber Spiral

■,■,L2 Scissor Slash

■,■,× Kel Dor Swipe

▲,▲ Diving Rush

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■,■,×,L2 Crackling Death

×,▲,▲ Somersault Strike

ITEM: STIM PACK

L2,■

Plo Koon uses his Stimulation Pack to run faster, attack for more damage, and take no damage himself. Its effects wear off quickly, so use this item wisely.

FORCE POWERS

L2,▲

Plo calls on the Force to assist him with this strong lightsaber attack. He spins briefly to push away all nearby enemies. You have limited control over Plo during this time.

SABER CYCLONE

L2,●

When Plo is in a tight squeeze, he can project a half-sphere of energy that pushes away anything it comes in contact with. This gives Plo enough time to regain his bearings during battle.

PROTECTION BUBBLE

L2,×

Plo calls on his years of Jedi training to summon this inherently dark Force Power. Electric Judgment is rarely used for good, and only true masters of the Force can wield it precisely. Plo is one of them.

ELECTRIC JUDGMENT

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BATTLE DROID

100 POINTS

Because Battle Droids were designed to overwhelm aggressors, they don't have to be the galaxy's best fighting machines. But where an army of Battle Droids may intimidate run-of-the-mill ruffians and scoundrels, they're only warm-ups for a couple of Jedi.

You'll encounter standard-issue battle droids more often than any other enemy. Watch them as you fight to learn their attack patterns.

Battle droids have average aim and decent hand-to-hand skills—no problem for an average Padawan. They carry standard-issue blasters and are programmed to fight like real soldiers. They can usually take two to three saber swipes before they "deactivate."

PILOT DROID

50 POINTS

With their blue shoulder markings and feeble fighting skills, Pilot Droids are easy to spot. They're programmed to pilot any Trade Federation vehicle—including, but not limited to, AATs, MTTs, and Federation battleships—but they use only the most basic of attacks. They carry no blasters, and they'll crumble with one saber swipe.

Pilot Droids will fight only under the most dire circumstances, and may block your attacks out of sheer terror. Even so, swing and swing again and watch bits of blue Pilot Droid fall at your feet. True satisfaction.

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SECURITY DROID

Security Droids have red shoulder markings, and are programmed to hold their own whether hand to hand or in a firefight. Stronger and more persistent than standard battle droids, these enemies can send you for a loop. Expect to find at least one Security Droid patrolling near any group of Battle Droids.

The Security Droid's hand-to-hand attacks are fierce, and its ranged attacks are frequent and sustained. It understands how to judge a battle and often will try to block your attacks. Look for an opening and nail a Security Droid before it can figure out your pattern.

150 POINTS

RIFLE DROID

Rifle Droids may be only Battle Droids with bigger guns, but they're battle droids with *much bigger* guns. If you see a Rifle Droid in the distance, keep moving to avoid its weapon's exploding energy blasts: one hit will fling you head over heels.

The Trade Federation uses Rifle Droids to lay down suppressing fire when securing any area. But Rifle Droids are as simple-minded as any Battle Droid, and so many are lost to friendly fire. Remember this when you spot one and try to maneuver an enemy you're fighting with between you and the Rifle Droid. Once you get in close, these enemies are no challenge.

100 POINTS

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COMMANDER DROID

200 POINTS

Commander Droids are the only Trade Federation droids that can think for themselves. They have yellow markings on their heads. You'll spot them near command posts and gatherings of other droids. Commander Droids are strong and can block your attacks effectively. They have far more stamina than Security Droids and so are much harder to take down.

The presence of a Commander Droid in a group of other droids "inspires" the throng to fight more fiercely and with greater accuracy: try to take out the Commander first.

GRAPPLE DROID

350 POINTS

Grapple Droids were designed to fight hand to hand. Although Battle, Security, and Commander Droids also do well in such situations, the Trade Federation wanted a dedicated, close-combat-only killing machine.

Standing taller than any other war droids, and with far more energy, the Grapple Droid makes a fearsome opponent. It has giant claws instead of hands and can lift 10 times its own weight. You'll know the Grapple Droid by its uncharacteristic gray color (the other droids are tan). When you see one, approach it with caution. Avoid engaging more than one at a time. If more than one do confront you together, use the Force. It may be your only hope.

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FLAME DROID

350 POINTS

The red-shouldered Flame Droids are easy to distinguish from Security Droids, as they carry giant gas tanks on their backs. The Flame Droid was designed to burn homes and buildings to the ground to destroy the morale of conquered citizens. Its powerful flame jet serves as its offense and defense.

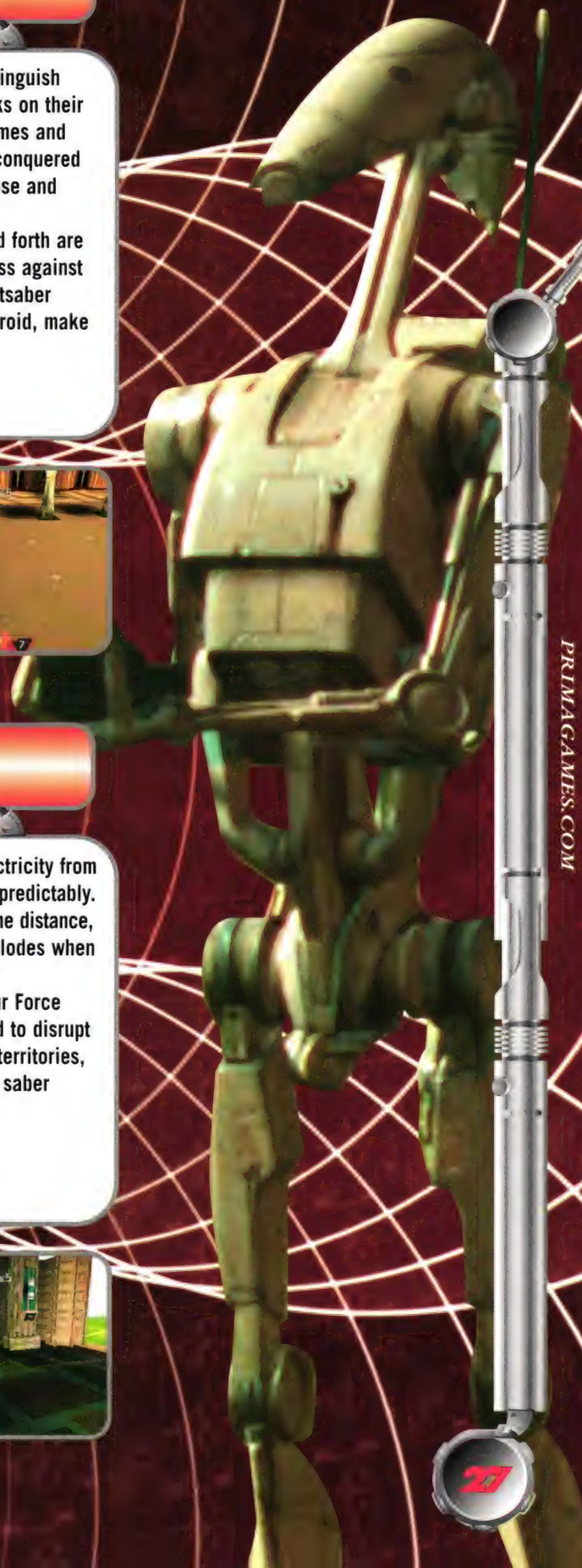
The streams of fire the Flame Droid's arms send forth are extremely fast and dangerous. Jedi are defenseless against these droids unless they call on the Force. A lightsaber blade won't shield you. When you spot a Flame Droid, make eliminating it your first priority.

PLASMA DROID

350 POINTS

The Plasma Droid issues an explosive bolt of electricity from its handless arms. This charge arcs and jumps unpredictably. When you spot one of these 12-foot-tall droids in the distance, get behind it quickly: its unblockable plasma explodes when it hits and will send you flying.

A good strategy against such foes is to use your Force Powers. Because these behemoths were designed to disrupt and take out the power infrastructure of invaded territories, they have poor defenses. A few swipes from your saber should take them out.



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STAP

200 POINTS

The STAP (Single Trooper Aerial Platform) is a small repulsorlift vehicle designed to carry one trooper quickly and agilely. The Trade Federation usually uses the STAP to scout ahead when they're planning an attack. The STAP's pilot then comes back and relays information.

With its twin blaster cannons, the STAP is perfect for chasing down fleeing civilians and eliminating resistance by swarming occupied cities. In the game, they strafe past, riddling the ground with blaster fire. The only way to destroy a STAP is to reflect its shots back at it. It's not easy, but it's worth the points.

DESTROYER DROID

AKA DROIDEKA

300 POINTS

The Destroyer Droid is probably the game's most powerful basic enemy. Designed by the barbaric inhabitants of the planet Colla IV, destroyers look just like the Colicoids and are every bit as brutal. The only difference is that, instead of manipulatory appendages, its arms terminate in deadly twin laser cannons.

Destroyer Droids can roll into battle quickly, unfold, and lay waste to everything. When you spot a Destroyer Droid, quickly deflect its first few blasts, and then charge in to engage it up close.

TUSKEN RAIDER

AKA SAND PEOPLE

150 POINTS (STANDARD)
200 POINTS (RIFLE)

The Tusken Raiders are a nomadic people indigenous to Tatooine. They're warriors by nature and pride themselves on their extreme brutality. When you encounter Tusken Raiders, you'll hear them call more to the fight as they bark their Tusken war cry.

The Tusken Raiders fight better than battle droids and wait for openings before they attack. You must judge when to block more than usual when you battle these foes. Watch these enemies closely to learn their patterns.

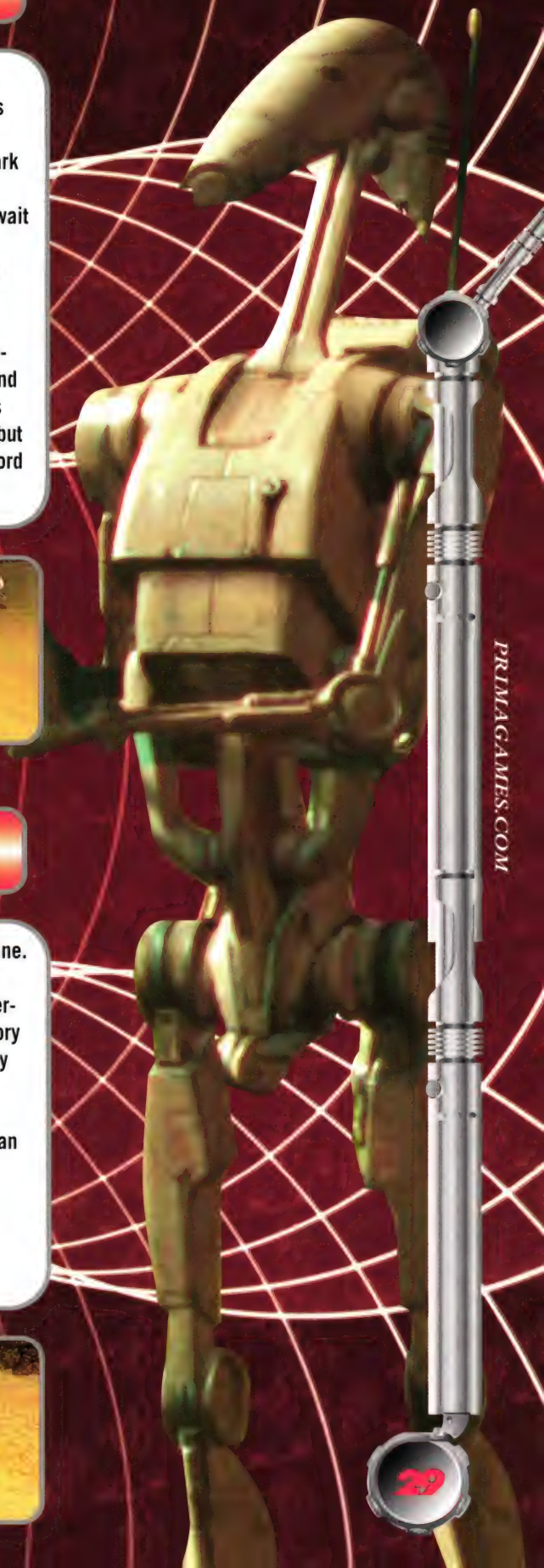
Tusken Raiders wield both rifles and gaderffii. Tusken Raiders who use the gaderffii (gaffi sticks) are straightforward opponents, but rifle Tusken Raiders take patience and practice to deal with effectively, because they fire bullets instead of energy projectiles. Jedi can block the bullets, but they can't reflect them. Tusken Raiders carrying rifles afford you more points than gaderffii-wielding ones.

JAWA

50 POINTS

These nuisances are scattered across the sands of Tatooine. Scavengers by profession, Jawas look for wreckage and salvage what they can to sell. Although not all that dangerous, Jawas will defend themselves if they feel their territory is encroached on. Their victims generally survive, for they attack and run.

Unlike the Tusken Raiders, you can deflect the Jawa's blasts, dealing them a dose of their own medicine. You can fell a Jawa in one hit.



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PROBE DROID

These black, spherical droids have long-lasting power cells and can track prey for days without a recharge. Controlled via a wristband comlink, they also can be programmed for independent seek-and-destroy missions.

The standard Probe Droid carries a simple blaster and can't move and fire at the same time. The battle-upgraded version's extended arms carry heavier weaponry; these Probe Droids can move and fire at the same time, making them very difficult to destroy. Try reflecting their shots back at them. If that fails, turn to the Force.

100 POINTS (STANDARD) **150 POINTS (BATTLE-UPGRADED)**

CORUSCANT THUGS

This motley crew's weaponry includes everything from blasters to rifles to fisticuffs.

This thug prefers a blaster, although when approached he'll go hand to hand. He's nothing too dangerous (100 points).

These weaponless Ishi Tibs rush up to engage you hand to hand. They're extremely dangerous and strong, and it's more difficult to pound the life out of them than any other thugs. Use caution if you must fight an Ishi Tib on a Coruscant rooftop: its uppercut can send you soaring (150 points).

Rodians prefer rifles to blasters or fists. Treat these thugs as you would a rifle droid. Up close, you have the upper hand—or saber (100 points).

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KREETLE

PEST

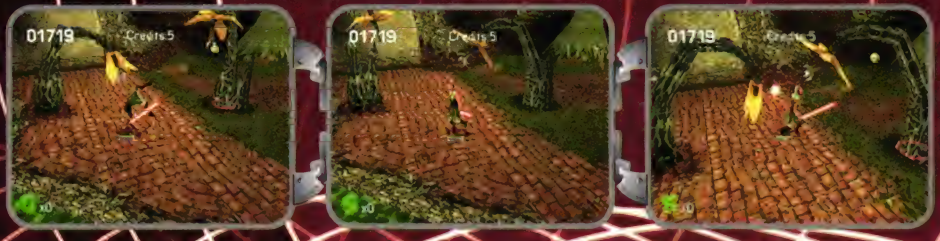
100 POINTS

Native to Naboo forests, kreetles feed on flesh, living or dead. They usually attack in groups of four or five and bite, then run, turning back only to come in for another bite.

Slash attacks aren't always the way to go when you must defend yourself against kreetle swarms. Try to lock onto them and hit them with your hack or your heavy attack. One hit and they're dead, but kill them quickly, or they'll devour you.

CARNIVOROUS PLANT

Naboo's ruins shelter many indigenous life forms, including both the terrible kreetles and the awful carnivorous plants. Immune to attack, the carnivorous plant will lash out to snag anything that comes near. The only way to get through these swamps safely is to *avoid these plants at all costs.*



GUNGANS

DEFENDER

100 POINTS

Although not aggressors, Gungans consider themselves great warriors. They maintain a grand army out of tradition and for protection against invaders. Gungans wield energy-based weaponry, including the electropole and the Gungan energy ball they launch from atlatls, catapults, and cestas.

Gungans will do what they can to keep you from reaching their commander, Boss Nass. You must fight your way through these warriors before they deem you worthy of an audience.

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TRADE FEDERATION BATTLESHIP

LEVEL 1

With negotiations gone awry, there's only one thing to do—slash, stab, and hack your way through the corridors of the Trade Federation battleship until you find a way to escape to the surface of Naboo below.

POINT LEVELS

POINTS EARNED	BONUS LEVEL
8,000	Combo Bonus
16,000	Energy Bonus
24,000	Extra Life Bonus

ENEMIES

- PILOT DROID
- BATTLE DROID
- SECURITY DROID
- COMMANDER DROID
- LOADER DROID
- DESTROYER DROID
- STARFIGHTER DROID

Into the fray! Most of the bad guys in the first hall are chumps. You'll get through just fine.

You must decimate the droids beyond this door before you can go any farther. Reflect shots from a distance to eliminate your opponents easily.

Destroy the control room! You'll get major points for ransacking all the consoles here. Don't leave a single computer intact if you want to earn the point bonus at the end of the level.

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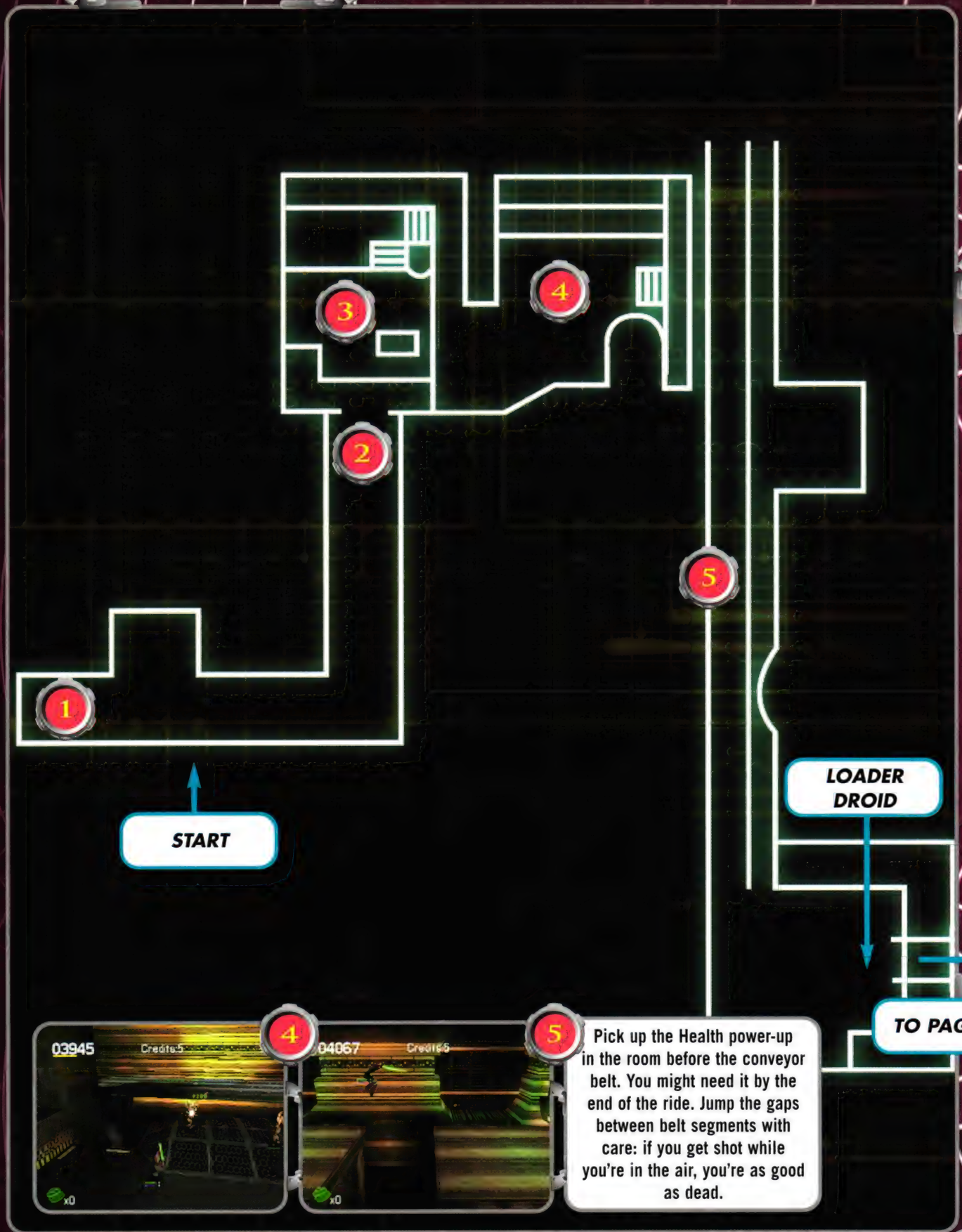

Pick up the Health power-up in the room before the conveyor belt. You might need it by the end of the ride. Jump the gaps between belt segments with care: if you get shot while you're in the air, you're as good as dead.

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THE LOADER DROID

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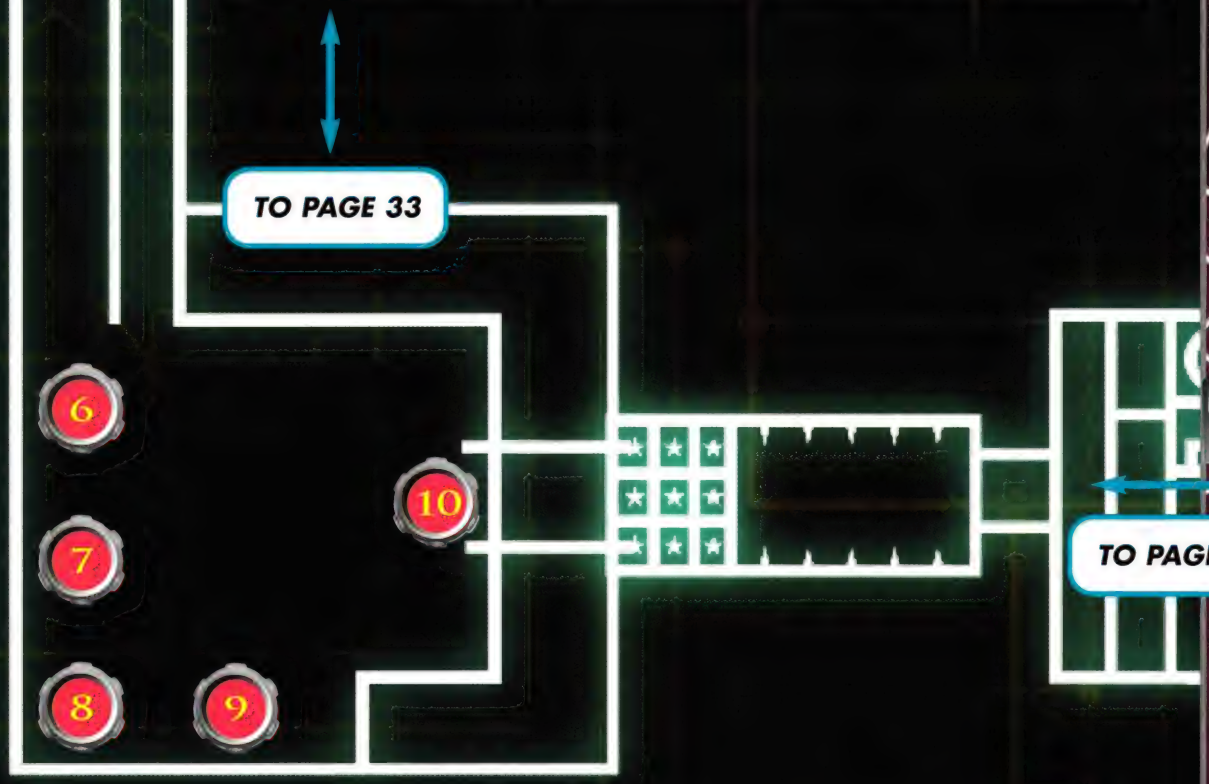
This industrial automaton was sent after you by a Pilot Droid too cowardly to fight you one-on-one. The Loader Droid's attack has three stages; it's most vulnerable between them. Aim for its eye and use your ▲ attacks. It's hard to get in close, so heavy attacks prove the most effective.

When you stand in front of the Loader Droid, it will raise an arm to slap you to the floor. It's fairly slow, however, so it's not hard to avoid its attacks. Just see to it that you do: if this droid lands one on you, it will leave you with a real shiner.

After you hit the Loader once or twice, it will attempt a 360-degree attack. Be prepared, and use your Force Jump to double-jump over its arms until it stops spinning. Then run in and attack!



When the droid has had enough, it will fold up and try to run you down—the Loader Droid's most powerful attack. When it enters this mode, retreat until it unfolds again and tries to swipe at you. The Loader Droid is invulnerable during this attack.

Repeat this cycle until you've knocked off both arms; then deal it the final blow! The droid will go out of control and run into a wall, blasting a passage through the cargo room into the bowels of the battleship. You know where to go from there.

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THE BATTLEGROUND

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This static discharge chamber tests your Jedi's agility as you leap from catwalk to catwalk. Be calm and maintain a steady footing as you scamble to safety onto the landing beyond.

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12

13

12

Jump across these giant electrodes to reach the other side of this treacherous corridor. Beware—if you fall to the floor, your Jedi won't last long. Use your Force Jump to get back onto one of the spark emitters quickly.

13

Jump carefully across the tops of these pistons. If you time your jumps poorly, you'll fall to your death. Use the ledges between each piston to help you make your way.

14

These two Destroyer Droids were sent to annihilate you. Don't let them! You're a Jedi! Don't hesitate to use both Force Powers and items to overcome these fiends! Take care, though, because they really can dish it out!

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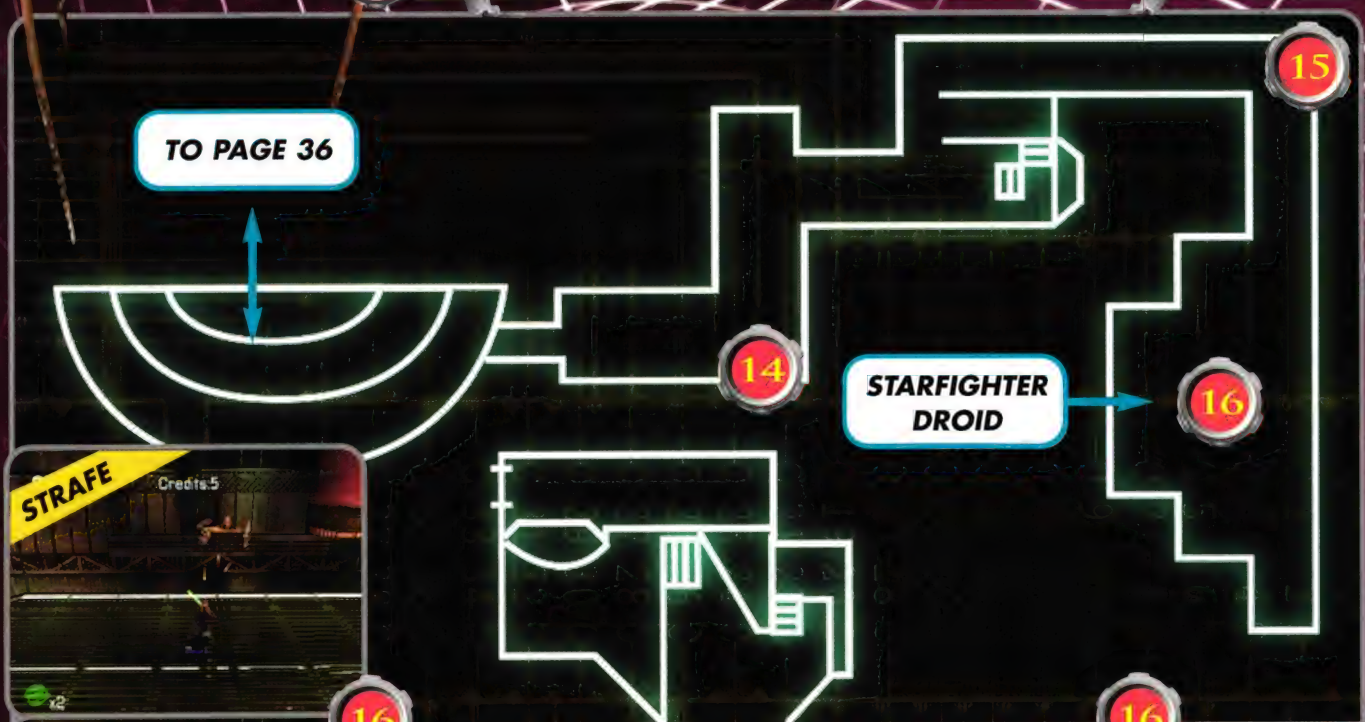
THE STARFIGHTER DROID

Before you can leave this battleship, you must evade a Starfighter Droid. These droids are designed to take out attacking spacecraft in interstellar dogfights. They have two energy torpedo launchers and four blaster cannons. They move extremely fast and fire with precision. No problem, right? Not for a lightsaber-wielding Jedi! Any of the attacks, used correctly, will swat this fly from the sky.



The Starfighter Droid starts by flying past you and riddling the platform you stand on with blaster fire. If you reflect shots well, you should be able to pound one back into this beast's face. If you get a hit, nearby battle droids will be alerted to your shenanigans. Dispatch them before the Starfighter Droid strafes past again. Try to reflect enough of its shots to disrupt its thrust dampers so it can't fly properly.

Once you've reflected enough blasts back at the droid, its thrust dampers will weaken and the droid will be forced to transform and attack you in hover mode. This time, as it strafes by, it'll fire many shots successively, which you'll have to time perfectly in order to reflect. Also, be sure to keep your eyes on the Pilot and Battle Droids looking to stop you from completing your mission. Completely destroy this droid's thrust dampers and it'll explode. Victory is yours! To the drop ship!

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SWAMPS OF NABOO

LEVEL 2

After hitching a ride to the planet's surface on a C-9979 landing ship, you find yourself in the middle of the dense Naboo marsh surrounded by Trade Federation droids. As you make your way, eliminate as many of those misplaced hunks of junk as you can!

POINT LEVELS

POINTS EARNED	BONUS LEVEL
7,000	Combo Bonus
14,000	Energy Bonus
21,000	Force × Bonus

ENEMIES

- PILOT DROID
- BATTLE DROID
- SECURITY DROID
- COMMANDER DROID
- SWAMP WORM

Meet Jar Jar Binks, your future guide to Theed. Your introduction is cut short by an MTT-induced stampede. Run like you've never run before! If that MTT hits you, you're Jedi paste. The numerous animals will knock you around as you run. Stay away from them, if you can.

2

Droids struggle to set up a control camp where your landing ship touched down. Don't let them.

1

Among these spores live the spunky little Nunas, flightless marsh-dwelling birds. They're skittish creatures with no defense against large creatures, such as Gungans and Jedi. Jump onto the strong mushrooms here and up the 1,000-year-old tree fungus to follow Jar Jar into the marsh canopy.

3

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Use care on the plateaus. Time your jumps to avoid being shot at as you leap. You must reflect a lot of blaster fire in this area.

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JUMPY JUMP UP FUNGUS

A

4

3

4

4

A

2

1

STAMPEDE

START

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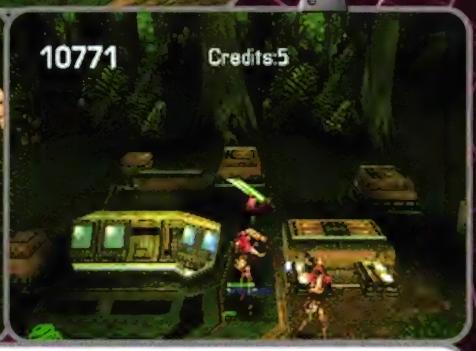
THE BATTLEGROUND



At the end of a drying sump, you reach a control camp you couldn't prevent them from building. And you're just in time to become the target of the newly activated fearsome foursome. Grab the saber power-up here and hack away.

Make your way carefully through the spore valley. The tan battle droids blend in with the background fungi. It's easy to get hung up on the giant mushrooms, so watch where you're going and don't let a droid corner you in battle.

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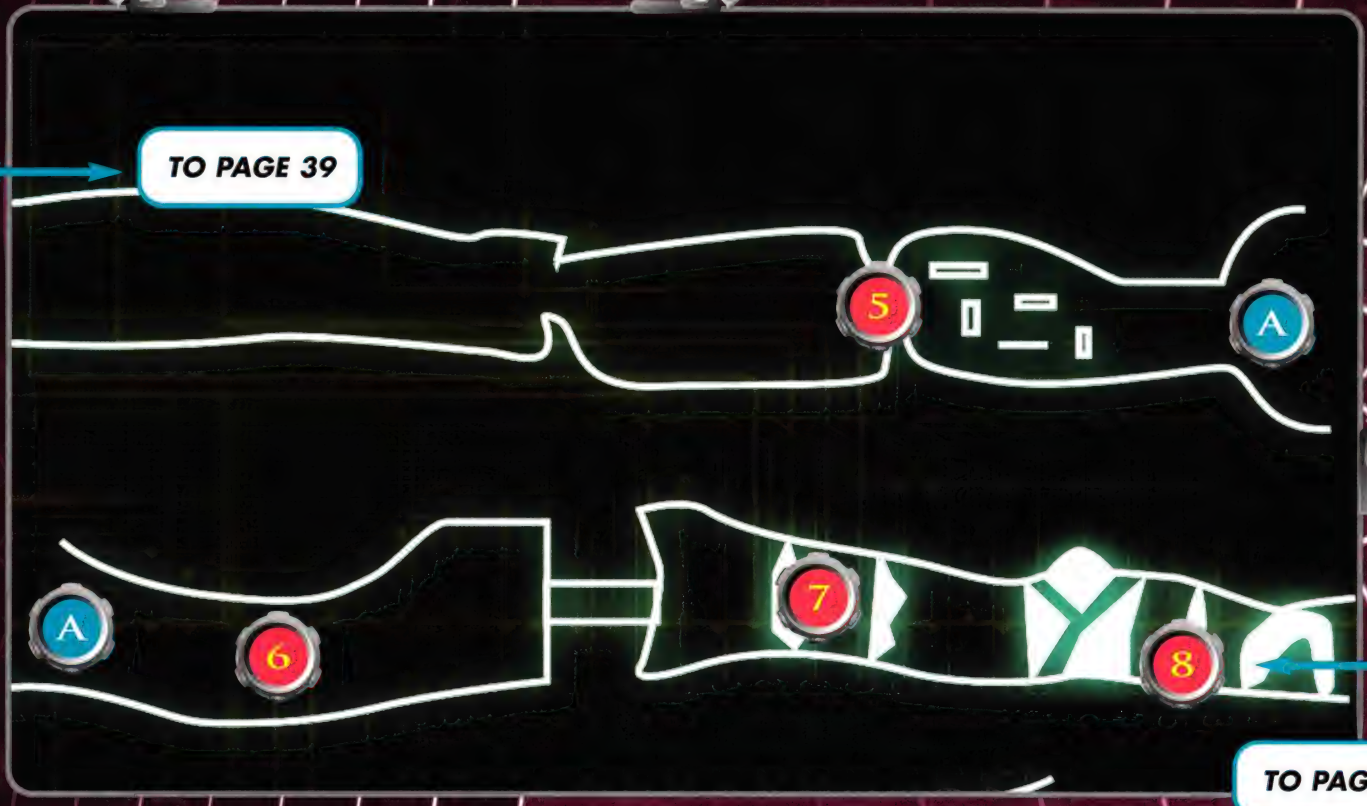

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7

This cave marks the final stretch before you reach Jar Jar and can continue toward Theed. Take care: those chasms are bottomless pits that will claim your life if you fall.

8

Look out below! What's that perched on the ledge down there? Drop down ever-so-carefully to pick it up. It's the first of the game's three Gungan Artifacts. Find all three to unlock a minigame! Refer to the sealed section for details!

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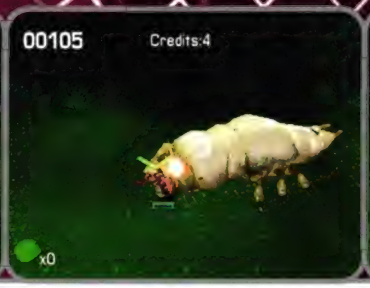
SLAATIK HAGWORM 9

This Slaatik Hagworm isn't feeling too hospitable. You must get past this beast to make your way to Jar Jar. If the Slaatik Hagworm won't let you pass, you'll have to carve your way through. Ignite those sabers and get ready to spray the walls with worm guts!



The Slaatik Hagworm will waste no time in trying to destroy you. The first stage of the Slaatik Hagworm's attack is it's incredible poison breath. The Slaatik Hagworm will rear its head up and shower poison gas down upon you. The only thing you can do to avoid it is run since you can't block its breath with your saber. After this attack, it'll try to slam you with its body. Avoid the body slam and stab at its tender underbelly when it raises its head up again.

The second Slaatik Hagworm attack is its tail swipe: as you come in close to stab it, the Slaatik Hagworm spins around and tries to hit you with its tail pincers. Jump or back away. After the Slaatik Hagworm spin-attacks you, it raises its head, exposing its tender underbelly. Execute a strong running attack. Repeat this cycle once more and the Slaatik Hagworm will retreat into its hole to summon help.

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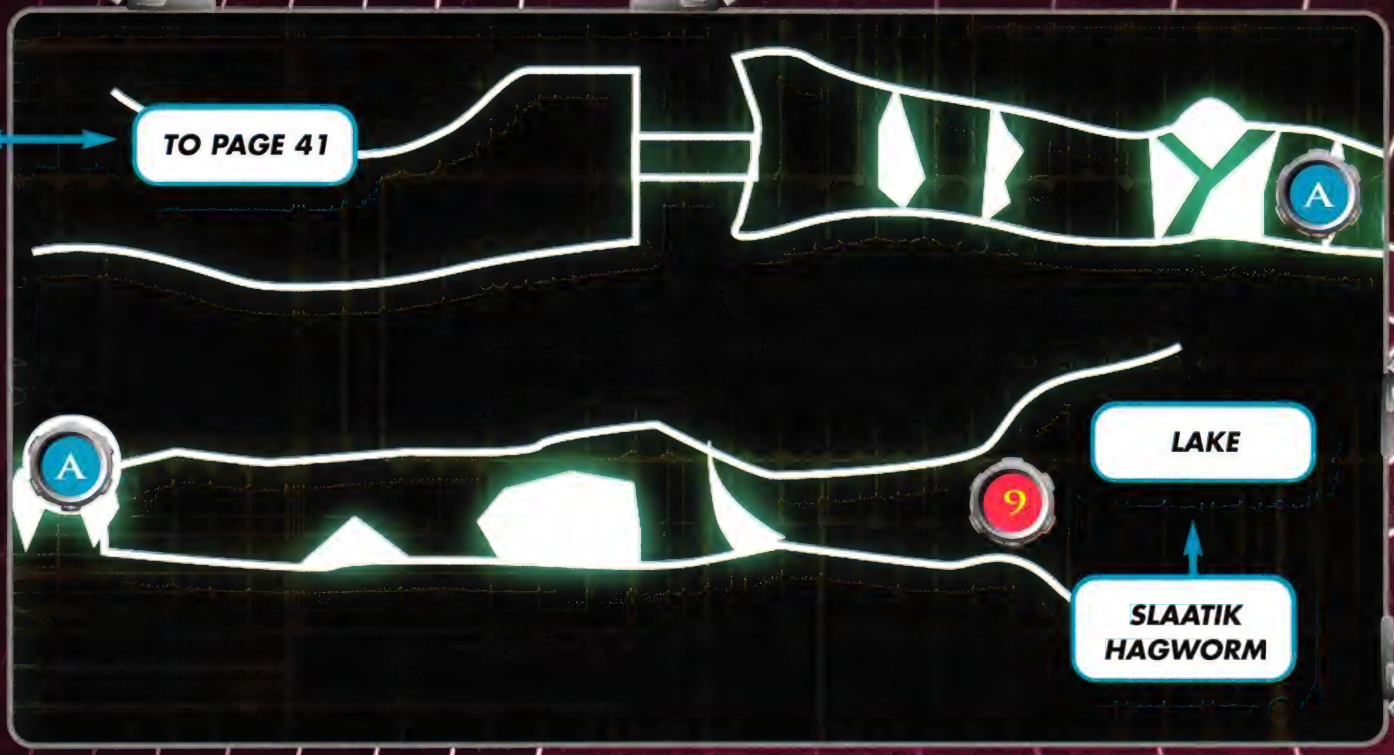
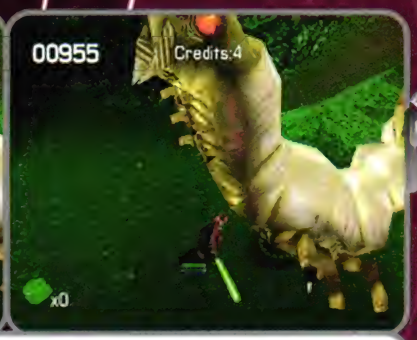
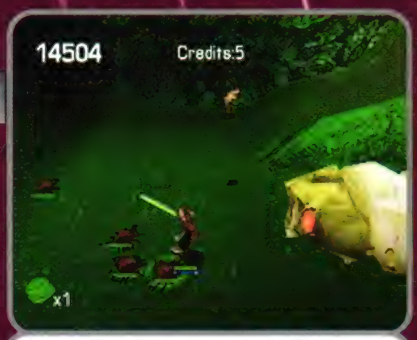




From the protection of its cave, the Slaatik Hagworm again tries to spray you with poison. It's a little more difficult to avoid here, because the battlefield is smaller. After this attack, look for that opening when the Slaatik Hagworm rears up and dive in with another strong running attack.



After you hit the Slaatik Hagworm in its cave, it spews kreetles that nip at your feet until you destroy them. When you've destroyed the kreetles, the Slaatik Hagworm gives you one more opening. Take it, if you're close enough. A few more saber slashes and you'll be out of the cave.

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CITY OF THEED

LEVEL 3

With Jar Jar's help, you finally made it to the city of Theed. You must find your way to the palace through hordes of droids. The city is littered with Trade Federation invaders. It's time to clean the streets.

POINT LEVELS

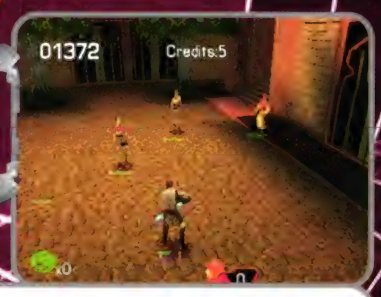
POINTS EARNED	BONUS LEVEL
10,500	Energy Bonus
21,000	Combo Bonus
31,500	Attack Bonus

ENEMIES

- PILOT DROID
- BATTLE DROID
- RIFLE DROID
- SECURITY DROID
- DESTROYER DROID
- FLAME DROID
- AAT
- TURRET DROID

ADDITIONAL OBJECTIVES

RESCUE 7 HANDMAIDENS



Be careful when jumping down into this street; it's quite a drop. If you don't use your Force Jump halfway down, you may hurt yourself. Once you land, you'll stumble on a handmaiden fleeing a pursuing Security Droid and some Battle Droids. Turn these tyrants into scrap and allow this handmaiden to flee to safety.

Your way may not seem all that clear, so use your Jedi wits and make paths where none exist. Hop up to the narrow, grassy ledge and make your way around the side of this building and onto the next wall. There an overconfident Battle Droid has cornered a handmaiden. Make quick work of it and walk up to the handmaiden to grant her passage. Stick by her, however: four more Battle Droids witnessed these events, and they're coming to settle the score.

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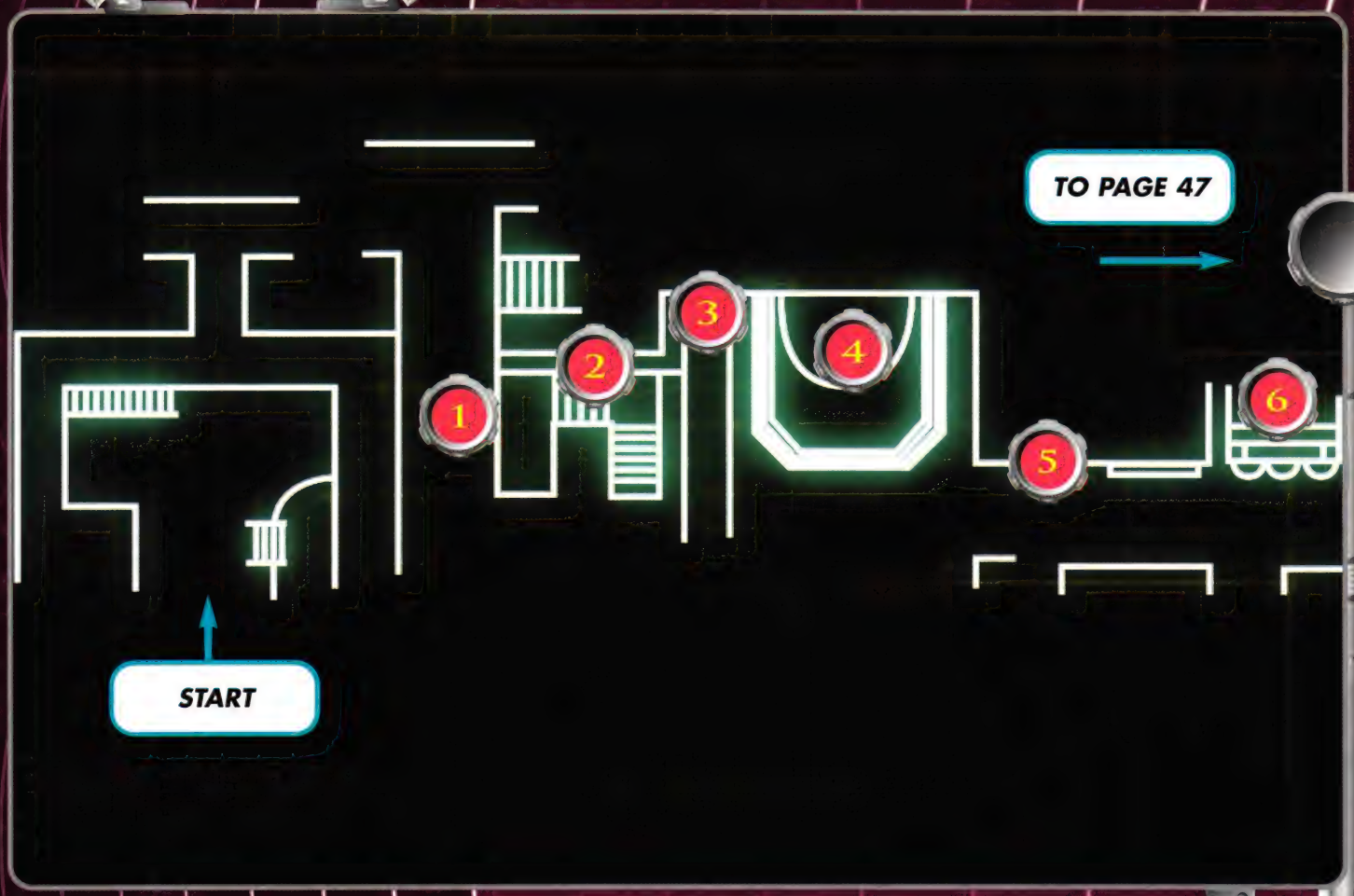
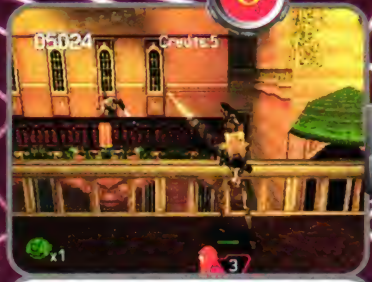


4

Once a haven for learning, the Theed Royal Library is now a war room for the invading Trade Federation forces. One hand-maiden nearly escaped, but a Rifle Droid and a Security Droid stopped her short. You know what you must do.

5

On the street, you can take the high road or the low. As dangerous as the high road is, with its precarious jumps and death falls, so is the low road, with its many Destroyer Droids and other enemies. If you think you can handle the low road, you'll get more points for your trouble.



6

If you take the high road, be wary of blasts from the Rifle Droids across the way. Just one can knock you down to the Destroyer Droids below.

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THE BATTLEGROUND

If you take the low road and smear the destroyers, you'll get a lot more points for fighting enemies but will have missed a hand-maiden up top. She's at the end, under the covered balcony. Climb up the next awning and backtrack about half a screen to free her.

7

8

Just before you climb the stairs after the two-tiered street, a hand-maiden guarded by a Security Droid calls to you. Free this one for sure, so you can get back there and pick up that Checkpoint. What comes next is a challenge.

9

Look at this! An AAT rounds the corner and three Pilot Droids hop out. Hop in the tank and start blowing stuff up!

Clear the area around this courtyard; once it's safe, park your tank (and don't forget to rescue this hand-maiden).

10

11

12

In the tank, head into the heart of the city. Hunt down and destroy as many tanks as you can!

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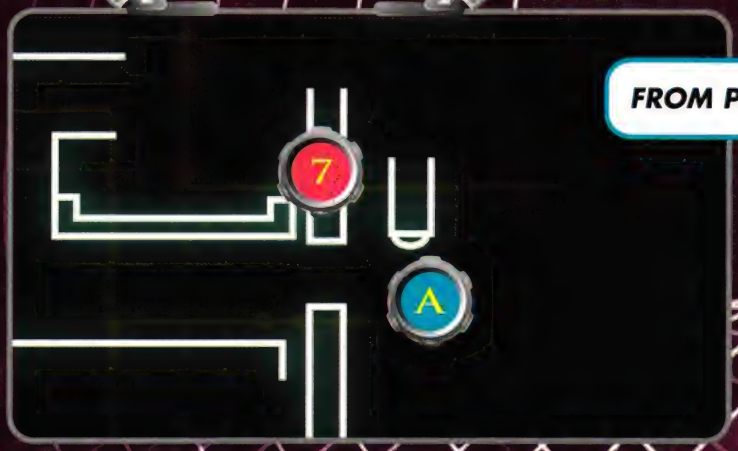

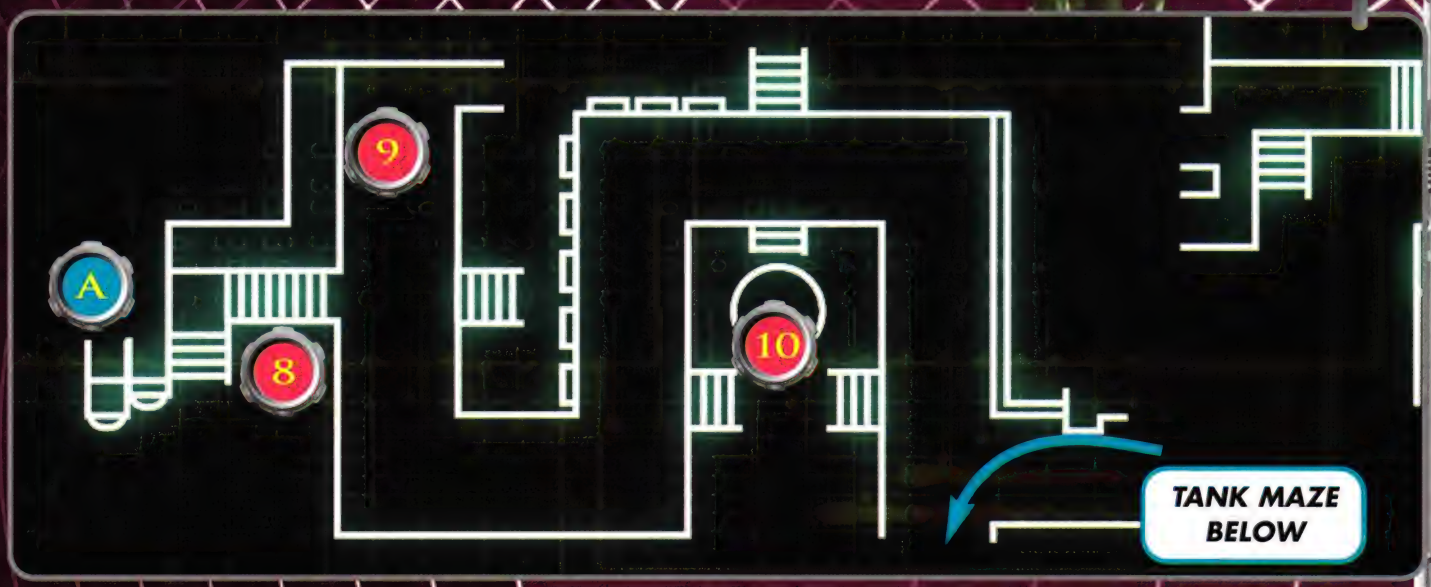

TANK MAZE BELOW

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After you've wiped out most of the tanks, park yours and hop out. You're almost to the palace.

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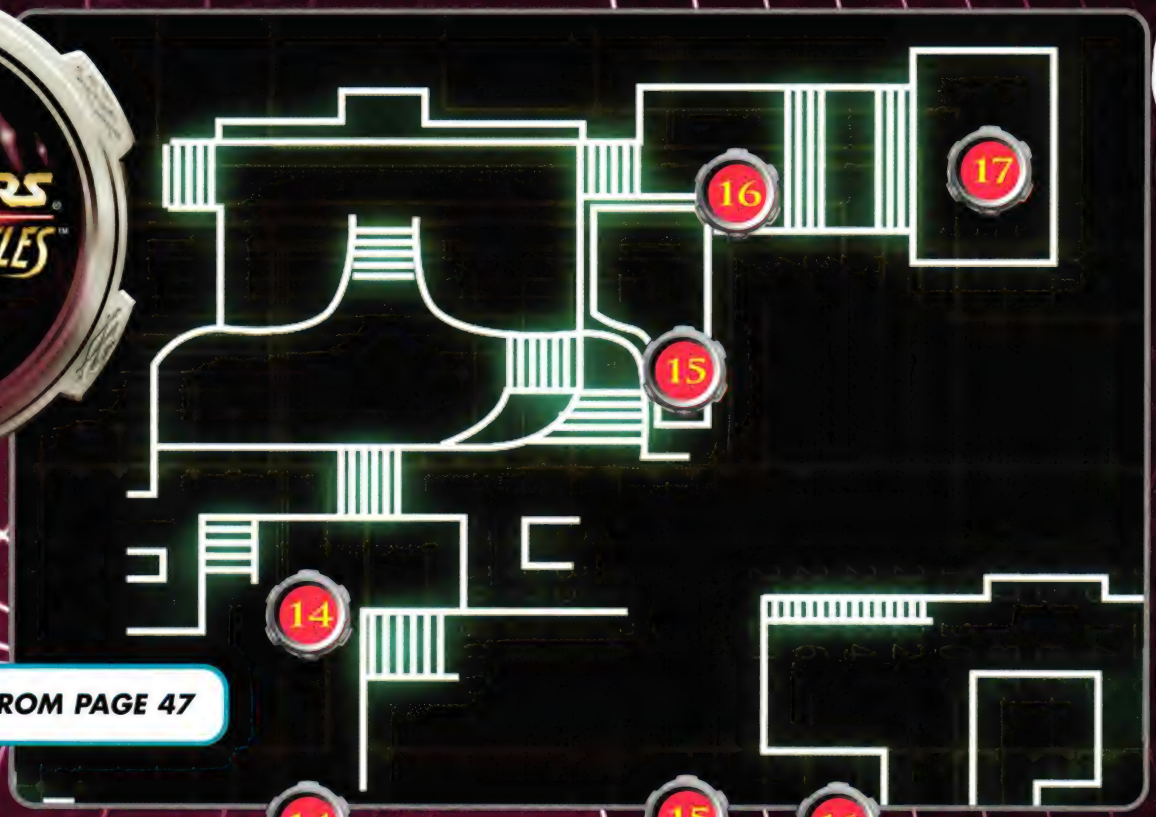
THE BATTLEGROUND



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14

Fight your way through the gardens just outside the palace border, but use care: this area affords you few power-ups, and the enemies are brutal. Remember, your task is to free the handmaidens: don't overlook the one hiding near the fountain.

15

Don't rush headlong toward the palace, lest you miss a handmaiden. You'll find one hiding in the shrubbery beyond the gardens. Hop up there and free her from her security droid captor.

16

Hurry and engage these flame droids. If you let them get a shot off, it's going to hurt. Be on your guard, and remember, there's no blocking fire! Get around behind the flame droids and sink in your saber! Use running attacks you can retreat from and charge with again.

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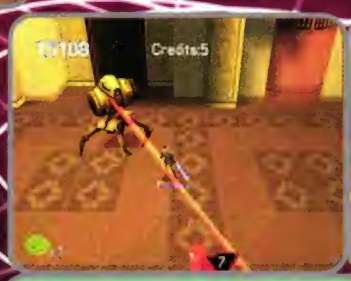
TURRET DROID

Perhaps you expected clear sailing after those flame droids. Too bad: a giant Turret Droid waits to welcome you to the palace. If you remain calm and watch its attacks, the droid will offer you little challenge. After all, it's just a machine...with an energy shield...and lasers and bombs. Good luck, and may the Force be with you.

Your battle with the arrogant Turret Droid starts off easily. Simply run circles around it until it finishes firing its measly dual-shot attack. The shots deplete the droid's energy and cause its shield to fail from time to time. When this happens, move in and strike hard!

After you hit the droid once, though, it decides to finish you off. The Turret Droid folds up and launches thermal detonators from its arms. Avoid these at all costs; one can send you flying and cost about half your health.

After the Turret Droid runs through a couple of thermal det cycles, and you've hit it enough, one of its arms will be blown off. Then the droid will do whatever it can to prevent you from entering the palace. It will riddle the playing field with laser blasts, and eventually fire its eye beam in circles around the arena. You must hit the droid as it uses its eye beam. Take care, though: the eye beam does major damage.



The last stage of the Turret Droid's attacks is the most frantic and desperate. It runs wild, scorching the ground with its eye beam wherever it goes. You must aim at a moving target and avoid getting hit by the beam at the same time. If your character has thermal dets or ranged Force attacks, use them. After this, though, you're home free—into the palace to face more trials and tribulations!

THEED PALACE

LEVEL 4

You arrive at the palace, but you aren't the first one here. Fight your way through to find and rescue Queen Amidala, who's about to be taken to a dreaded Trade Federation Holding Camp.

POINT LEVELS

POINTS EARNED	BONUS LEVEL
14,000	Energy Bonus
26,000	Combo Bonus
39,000	Defense Bonus

ENEMIES

- PILOT DROID
- BATTLE DROID
- RIFLE DROID
- SECURITY DROID
- COMMANDER DROID
- GRAPPLE DROID
- DESTROYER DROID
- PLASMA DROID

ADDITIONAL OBJECTIVES

ESCORT THE QUEEN TO SAFETY

1

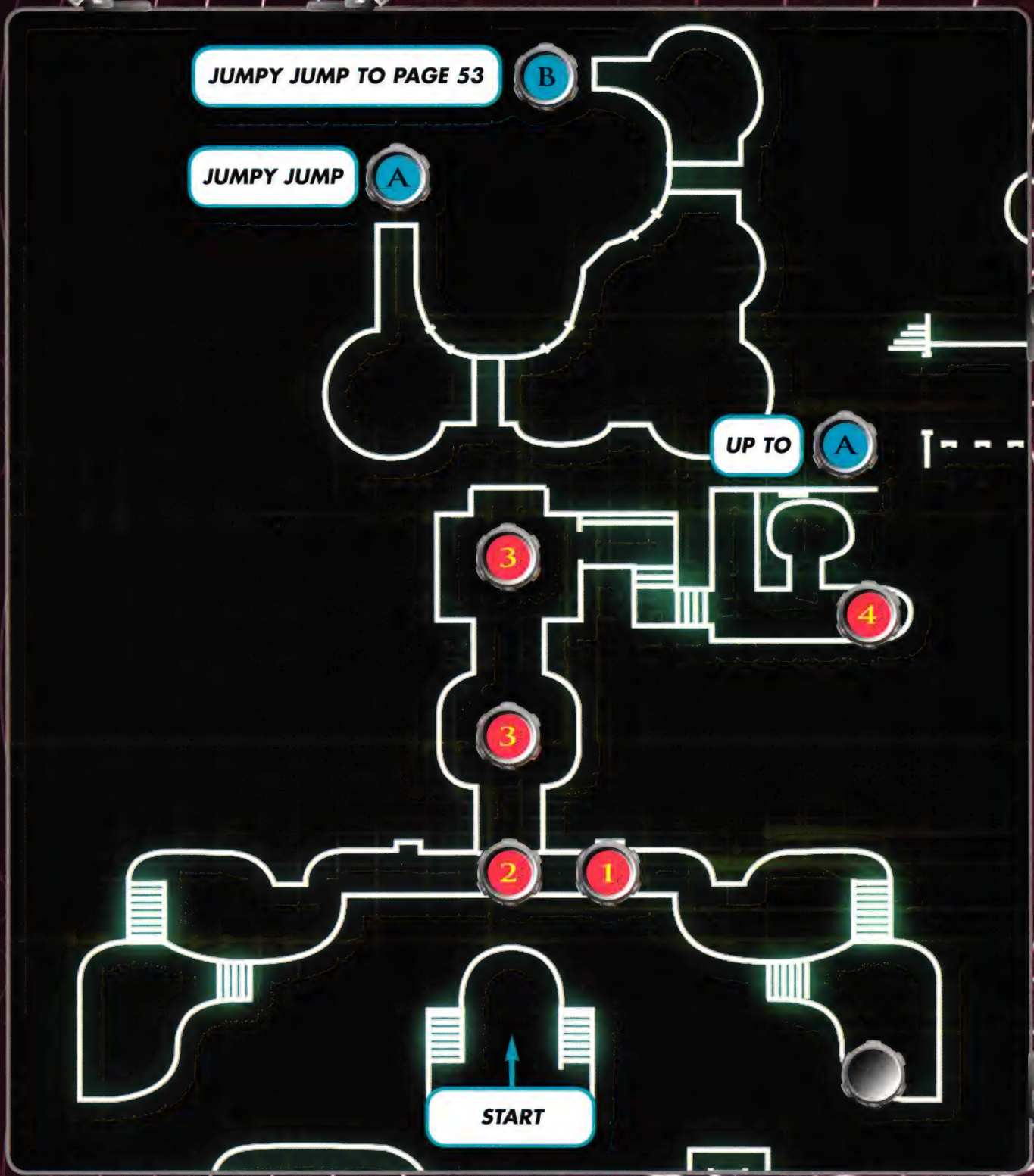
Power-ups lie hidden just outside the windows off the first room. Break through the windows to find extra lives and lightsaber enhancers. You'll need them if you want to take out every enemy in the first room.

Before you leave the first room, you must make your way through two Grapple Droids. Try not to get both of them onscreen at once. Take them on one at a time. Don't be afraid to use your Force Powers either; these bums are cruel.

2

3

Make your way to the end of this long hall, where two Destroyers and a Commander Droid await you. As you press forward along the hall, conserve your energy by reflecting shots as often as you can. The fight with the destroyers won't be easy. Grab a Saber power-up, if you can.



4

Your only obvious options here are certain death below and precarious jumps above. Before scaling the palace balconies, grab the Checkpoint: even the best Jedi can misjudge these jumps. Be careful, and take it slow.

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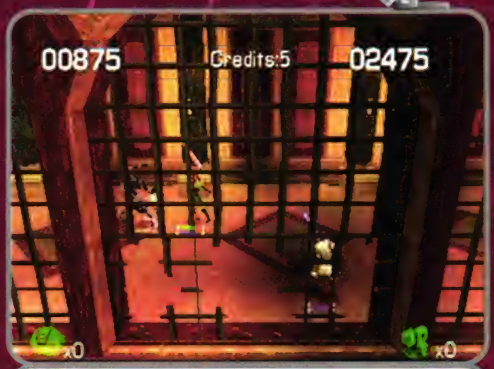
THE BATTLEGROUND

5

Make your way up the side of the building and back down. An ambush awaits you in the room that follows. Grapplers, Commanders, and Security Droids seem to be popping out of the walls. Destroy them all to progress. You'll find a few power-ups here to make things a little easier.



If you're after points and a challenge, and you have enough health, head down the middle of this hallway and destroy everything you come in contact with. Be careful, though. The enemies increase in difficulty with every step you take.

6

On the other hand, if you're low on health from the battle in the last room, cut through the first window with your lightsaber and run along the outside of the windowed hall to avoid fighting most or all the enemies in that passage. You'll take a hit in points, but you might save a hit to your credits.

7

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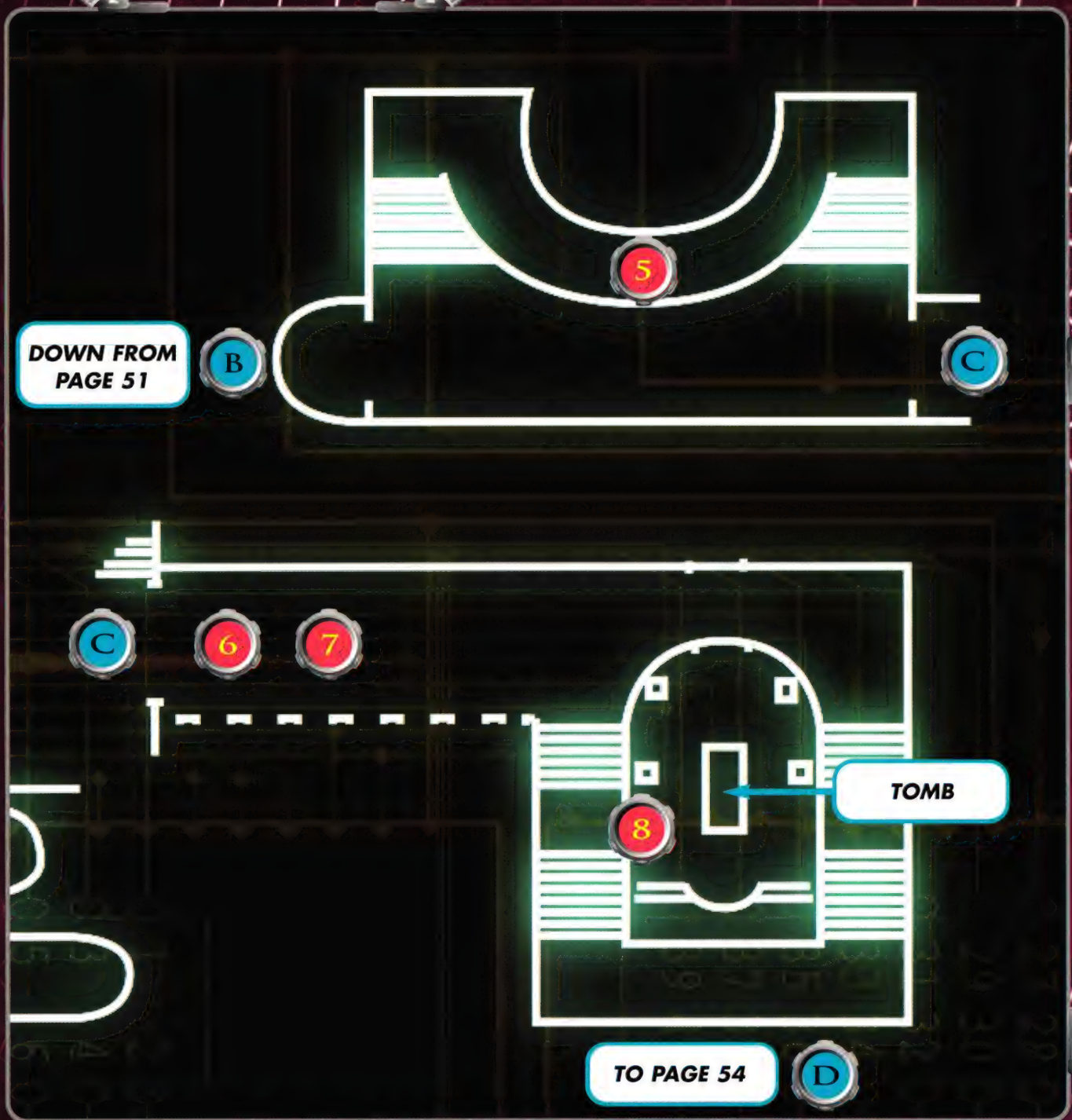

8

Destroy all the droids around the perimeter of the room at the end of the long, windowed hall. Then notice you have nowhere to go but down. So be it: hop to the giant tomb below. Take care, it's quite a fall. Use your Force Jump to cushion your landing. On the room's lowest level, walk around to the top of the tomb and watch what happens.

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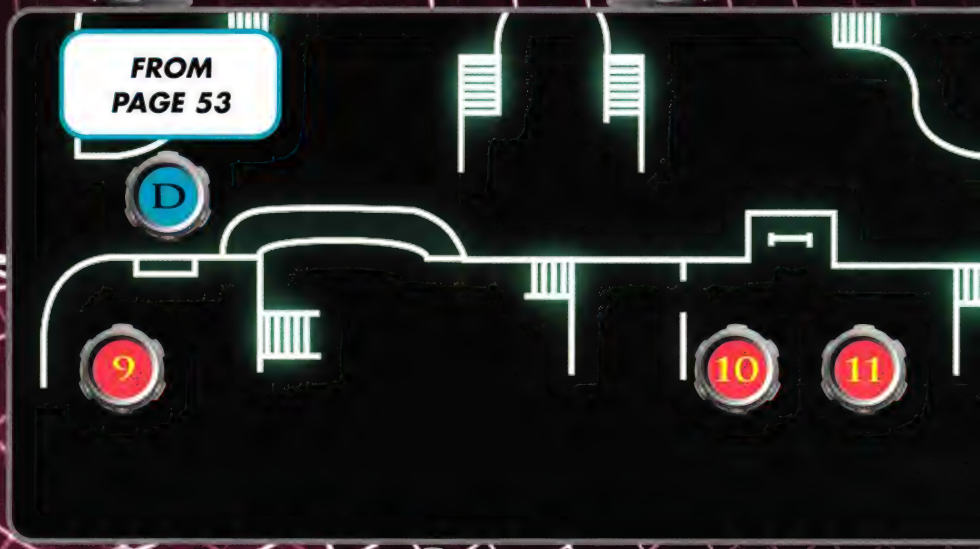
FROM PAGE 53



THE BATTLEGROUND

How about that? One of the rescued handmaidens was waiting for you to arrive. In the underground passage, bolt to the right to get to the Queen's throne room and rescue her from the squadron of Battle Droids.

The Queen won't follow you unless you destroy all the droids in her throne room. Do so quickly, and then walk to her to persuade her to come with you.

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12

12

Take extra precautions when fighting your way through the rest of the level. The Queen mustn't fall victim to the nefarious Trade Federation. Play a defensive game here. As you make your way down this hallway, protect the Queen by reflecting shots back at whatever stands in your way. Don't let the Queen into the line of fire.

ond these doors, you'll experience the Plasma Droid for the first time. Use extreme on against them. As with the Flame Droids, you can't block their attacks. Watch and learn their patterns.

13

If you have a protective Force Power or item, use it now. When the droids pause to recharge for another burst, rush in and unleash one of your combos. If you do it right, you can avoid their attacks and rush in and destroy them, taking minimal damage. However, if you let them get the upper hand, your goose is as good as cooked. Whatever you do, don't let them gang up on you.

13

PLASMA DROIDS

14

14

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TATOOINE

LEVEL 5

After a close call with the Trade Federation Droid Control Ship, you've made an emergency landing on that familiar planet, Tatooine. You've gone into Mos Espa and come out again. All you have to do now is make it back to the Queen's ship. Easy, right?

POINT LEVELS

POINTS EARNED	BONUS LEVEL
12,000	Combo Bonus
23,000	Energy Bonus
34,000	Force ● Bonus

ENEMIES

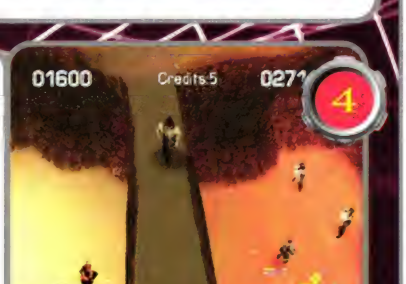
- TUSKEN RAIDERS
- JAWA
- SITH PROBE DROID
- DESERT BEAST
- DARTH MAUL

ADDITIONAL OBJECTIVES

- PROTECT ANAKIN
- RETRIEVE YOUR STOLEN HYPERDRIVE

You start the level with Anakin Skywalker by your side. You must protect him through the first wave of Tusken Raiders until you get to the Jawas' camp. There, a bold Jawa rushes you and steals your hyperdrive! Anakin is small enough to follow the retreating Jawa into a cave. You're on your own from here on.

It's good to know that Anakin is still on the case. As you battle your way through hordes of Tusken Raiders, Anakin has an adventure of his own, chasing those wily Jawas about the desert.



The Tusken Raiders keep some helpful supplies in a deserted dwelling just south of the abandoned moisture vaporators. If you're low on health, make a beeline for the door and run inside to get powered up. Dash out of the dwelling and hop to the roof to find a Lightsaber Extender. Then hop back into the fray and keep your distance, as you whup some serious Tusken *tuchis*!

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Uh-oh. A Tusken Raider has joined the chase—as interested in the hyperdrive as the Jawas are, no doubt.

Reflect as many shots as you can to take care of the probe droids. Use the Force Powers you learned in previous levels to take out the Tusken Raiders, camping out around the perimeter, for you can't reflect the bullets.

Take it slow in this area. Darth Maul's Sith Probe Droids have caught up with you, and they're no longer satisfied with merely tracking: they're out for blood.

It may seem like certain death, but do a leap of faith off this platform to find a quaint little abode surrounded with power-ups. You'll find a much-needed Extra Life, the level's large points power-up, health, Force, and an item! And don't stop at pillaging the yard. Enter the house. You should find one of the game's three Gungan Artifacts there. Collect them all to unlock the "Gungan Roundup!" minigame!

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THE BATTLEGROUND

8

As if you weren't facing enough peril—jumps over bottomless pits of death, loads of Tusken Raiders, and Sith Probe Droids—now you've got Tusken Raiders turning the land against you. This Tusken sends an avalanche of terribly dangerous boulders careening down the hill at your face! To get up safely, hug the rear wall when you can, and weave in and out of gaps between boulders (when the gaps are big enough). Force Powers and attacks of any kind won't help you here. It's Jedi reflex time!

9

Be careful: ahead lies the almighty Sarlacc! The beast survives by digesting its prey for 1,000 years—a fate not fit for a Jedi, whether Padawan or Master. If you so much as touch the sloping sands around this gaping maw, you'll slide to your demise.

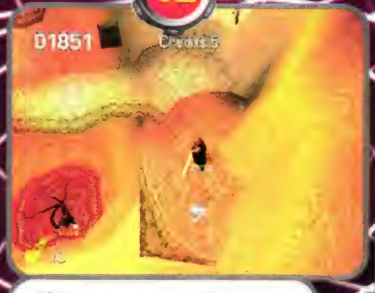
10

If you choose to go *over* the pit, you must make this precarious jump directly over the creature's mouth. It's not that hard, but if you get whacked by the Tusken Raider waiting across the gap, you could lose your footing.

Although it may look safer to go around, it may not be. If you do choose to go around the pit, you'll get an item for your efforts. But the item is perched uncertainly on a tiny ledge. Jump off the ledge as quickly as you can to avoid hitting the slope and sliding to your digestive death.

11

12



Either way, don't forget to return to the ledge on the right to collect your 1,000-point bonus!

Again, use care when negotiating these jumps up the cliff face. Tusken Raiders and Sith Probe Droids wait to make your life miserable in this area. Be patient, move with caution, and reflect as many shots as you can to take out those Probes in the foreground. Try to conserve your energy, though: a terrible surprise awaits you at the top.

13

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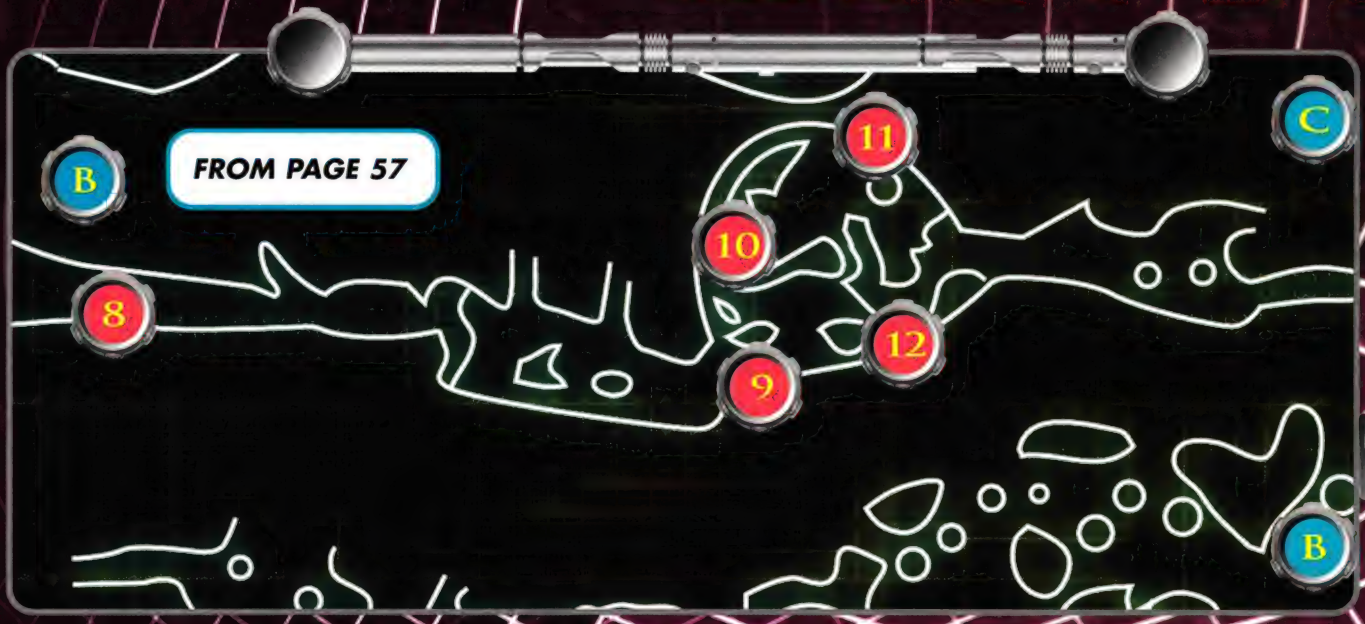
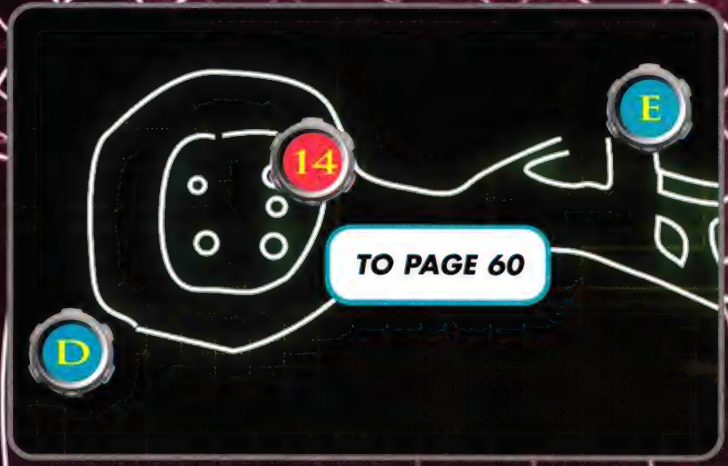


ARMORED KRAKKISS

All that, just to end up right in the Armored Krakkiss' lair. You're probably shouting, "It wasn't this hard in the movie!" And you're right: this Armored Krakkiss is a thing to reckon with. Take the following steps to defeat this dinosaur. The Armored Krakkiss has three attacks.

When the Armored Krakkiss first notices you, it will try to take care of you the quickest way it knows how—by permanently mooshing you into the sands of Tatooine. There are a few ways to avoid this attack.



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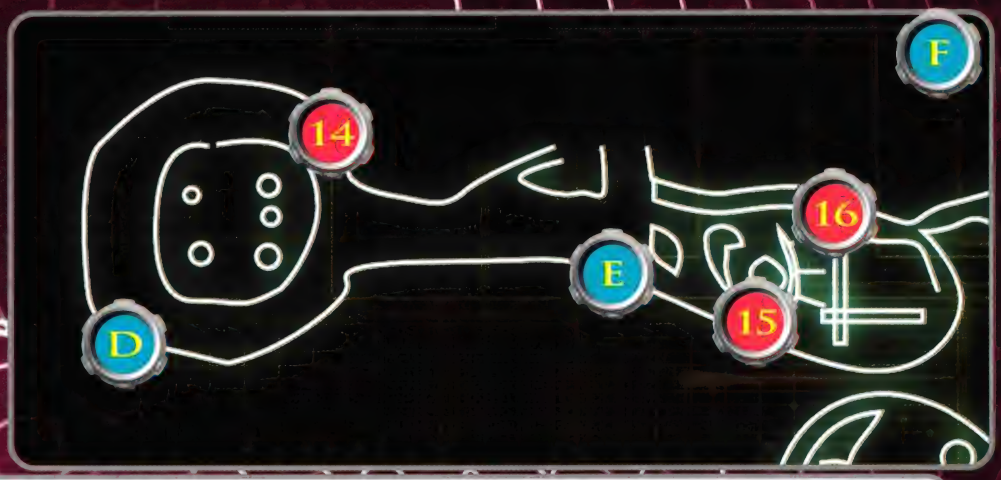

AVOIDING ARMORED KRAKKISS ATTACKS

• RUN AROUND THE INSIDE OF THE ARMORED KRAKKISS' PATH, ON THE BORDER OF THE BOTTOMLESS PIT IN THE MIDDLE OF THE ARENA. IF YOU USE THIS APPROACH, BE CAREFUL: THE GROUND HERE IS SLANTED AND YOU COULD SLIDE INTO THE PIT.

• HUG THE OUTSIDE WALL, IN THE HOPE THAT THE ARMORED KRAKKISS WON'T COME CLOSE ENOUGH TO IT TO HIT YOU. (THIS IS A DECENT APPROACH, WITH ABOUT A 50/50 CHANCE OF MAKING IT WITHOUT GETTING HIT.)

• WHEN THE ARMORED KRAKKISS IS ABOUT TO NAIL YOU, JUMP OUT OVER THE BOTTOMLESS PIT, AND THEN FORCE JUMP BACK INTO THE ARENA. THIS USUALLY GIVES THE ARMORED KRAKKISS ENOUGH TIME TO PASS, AND YOU'LL LAND SAFELY BACK ON FLAT GROUND, READY TO FIGHT. THIS IS THE MOST CONSISTENTLY SAFE APPROACH OF THE THREE, BUT IT'S ALSO THE MOST DIFFICULT TO PULL OFF, SO PRACTICE YOUR DOUBLE-JUMPING WHEN APPLYING IT IN BATTLE!

When the Armored Krakkiss stops rolling, if you're close enough to it, it will try to take you down with a powerful tail swipe. Simply double-jump over this attack. Once the Armored Krakkiss has swiped its tail at you, get outta the way! It will run to a safe distance and try to intimidate you with a roar or two. Follow it and start swingin' that lightsaber once it raises its head! This is the only time the beast is vulnerable, so take advantage of it. After the Armored Krakkiss roars, it will curl up again and try to make paste of you, so get your hits in and get clear!

14

After you hit the Armored Krakkiss enough times, it will flee, bashing through the wall on the right side of the arena. This is your way out. Well done.

THE BATTLEGROUND

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If you land every hit on the Armored Krakkiss and never let the creature get too far from you, you should never even see this attack. If the Armored Krakkiss does get away from you, though, and you see it about to pound its tail on the ground, don't bother trying to get near it. Just watch for falling rocks and make avoiding them your first priority. The rocks will hurt—a lot—if they hit you, so focus on them instead of the Armored Krakkiss. It will go into its roll again after the avalanche attack; then you can try to get back in the foregoing cycle.

Shortly after your confrontation with the Armored Krakkiss, you'll reach the wall of a small Tusken camp. Force Jump onto the pillar where the Tusken Raider sentry is to gain access into the camp.

On the other side of the wall, look around. One of those Tusken Raiders has your hyperdrive!

Once you have the hyperdrive, Anakin will let you pass and you can make your way to the Queen's ship. Or can you?

If you make it through the Tusken village without finding the hyperdrive, Anakin will demand you go back and find it.

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DARTH MAUL, FIRST ENCOUNTER

Just when you thought it was safe to run for the Queen's ship, you're stopped in your tracks by this Sith warrior! Fend off the fiend until Anakin makes it to the ship and they fly up to get you! As a master of the dark side, Maul won't hold back in this battle. Prepare to face your biggest challenge yet.

Darth Maul has a wide variety of saber combos, and he'll unleash them all with lightning speed. Your best defense is to block and counter. Maul will fill your block meter very quickly, though, so don't turtle too long. Watch for openings and initiate a few combos of your own. Stay away from single-hit attacks; they won't award you the points the combos will.

Every hit you land on the Sith Lord earns you 100 points. To get the best bonus at the end of the level, you'll have to fight an offensive battle, as well as a defensive one. Attack Maul with combos to up your point total faster. Be careful, though: he can counter your attacks. You'll have to watch him very closely and hit that Block button fast.

What you don't want to do is run around Maul to kill time. If you do, Maul will unleash a Force Beam that knocks you off your feet. Maul doesn't like cowards, and he prefers saber-fighting to Force battles. However, if he must teach you a lesson by knocking you on your back a few times, he will, to provoke you to challenge him blade to blade.

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18

Maul also will use a Blastwave attack similar to Qui-Gon's, only far more evil, to get you away when you're doing well. It happens so fast, it's usually something you're just going to have to suck up. If he hasn't attacked you with it for a few forays, nail him with a Force Power of your own before he gets the upper hand.

18

Keep Darth Maul at bay for about a minute, so Anakin has time to tell them to fly the ship overhead and rescue you. If you did well, you should have nailed Maul for about 3,000 points. When next you meet up with him, he won't be so forgiving.

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CORUSCANT

LEVEL 6

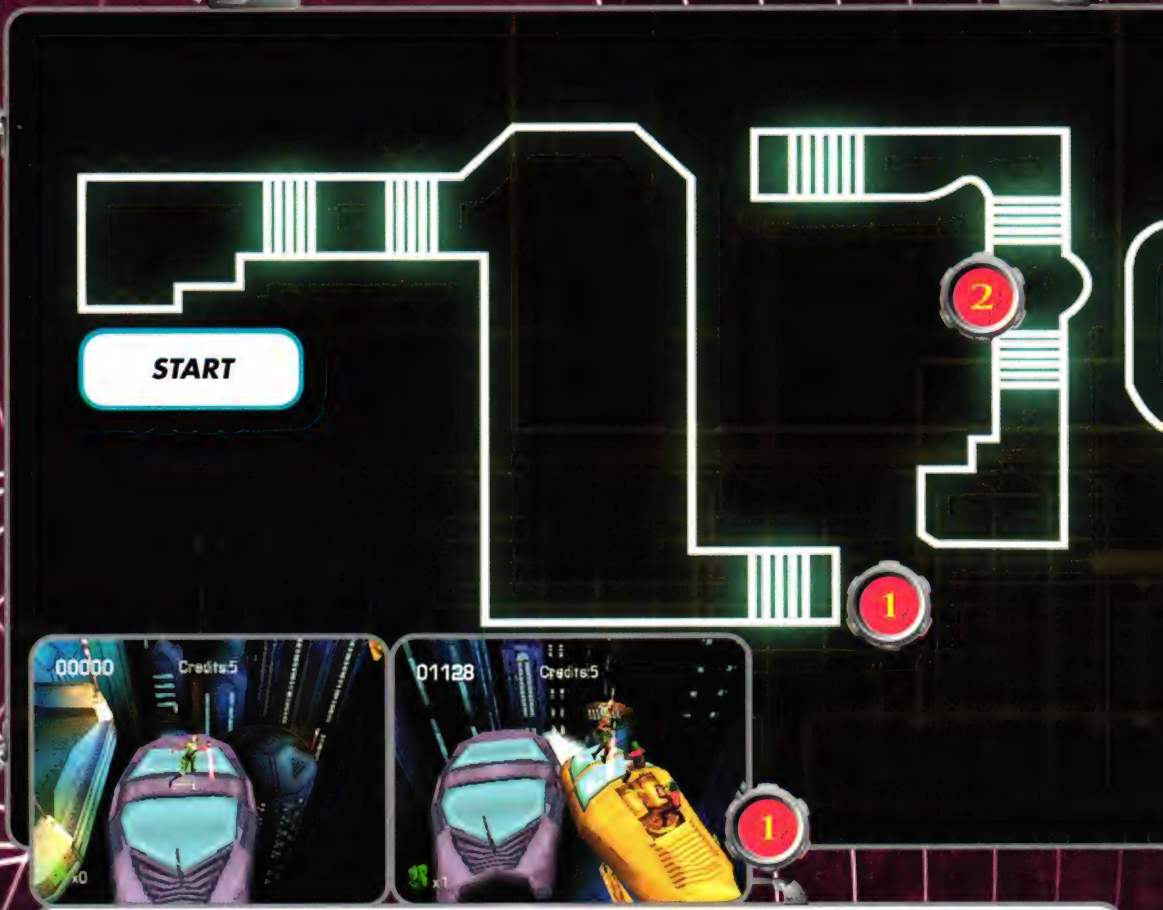
You've got your hyperdrive. Now it's time to head to Coruscant so Amidala can plead her case to the Senate. Concerned with more important things, you head to the Jedi Temple to report your encounter with the Sith. The Sith move fast, however, and you'll encounter many of their mercenaries on your way. Cleave through them to the Jedi Temple.

POINT LEVELS

POINTS EARNED	BONUS LEVEL
17,000	Combo Bonus
34,000	Energy Bonus
51,000	Attack Bonus

ENEMIES

- THUGS
- SITH PROBE DROIDS
- SITH BATTLE PROBE DROIDS
- THE THUG BOSS



There's no easy path through the city of Coruscant, and you haven't time to hail a taxi the proper way, so jump on the taxis and ride them where you need to go. Be very careful, though. Not all such taxi rides will be pleasant. Expect to encounter enemies who know you're extra vulnerable then. Remember, the city streets are nearly a mile below, and you'll be dead before you hit the ground if you take one wrong step.

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You may think you want to go forward, but all you'll find is a dead end and a couple of thugs. Instead, hop on the building to your right and take the high road over the roof to progress.

2

To avoid a big battle, jump over this building's roof, as well. You'll miss some points, but at least you won't risk getting punched over the railing into oblivion.

3

When fighting throughout this level, use care when fighting the Ishi Tibs. One of their combos involves uppercutting you so hard you fly into the air—especially dangerous when fighting atop buildings. When you engage these villains, try to lure them into a larger area. That way, if they hit you, the worst they'll do is knock you flat on your back.

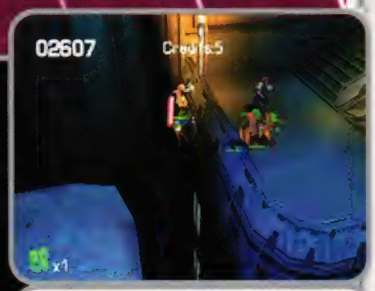
4

If you go the long way around, remember to jump off the platform onto the roof of the neighboring building to get an extra item!

5

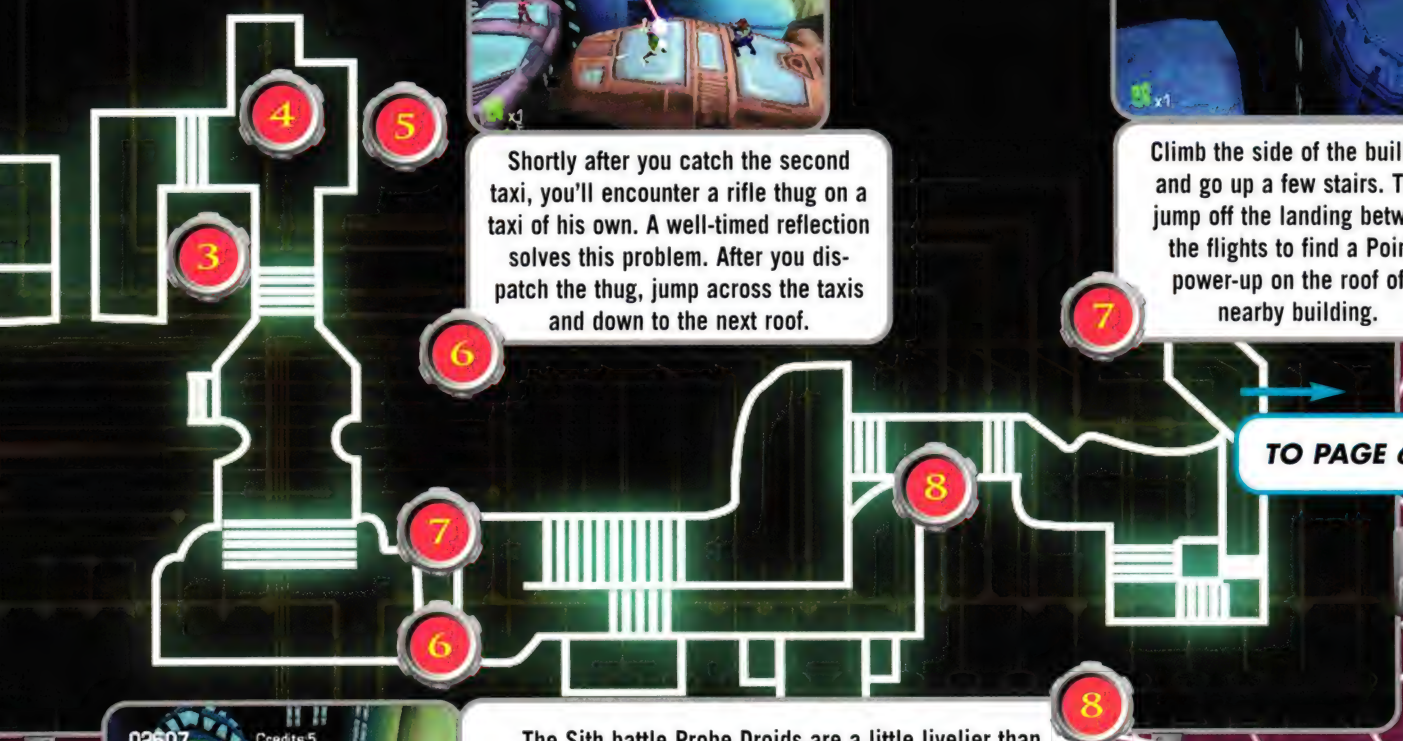
Shortly after you catch the second taxi, you'll encounter a rifle thug on a taxi of his own. A well-timed reflection solves this problem. After you dispatch the thug, jump across the taxis and down to the next roof.

6



Climb the side of the building and go up a few stairs. Then jump off the landing between the flights to find a Points power-up on the roof of a nearby building.

7



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The Sith battle Probe Droids are a little livelier than standard Probe Droids, but if you stay locked on and reflect their laser fire, they're no hassle. Just make sure you take care of them while you're on this bridge; you don't want them following you into the next area, where you'll do some serious fighting. Their laser blasts are just one more distraction you don't need in that situation.

8

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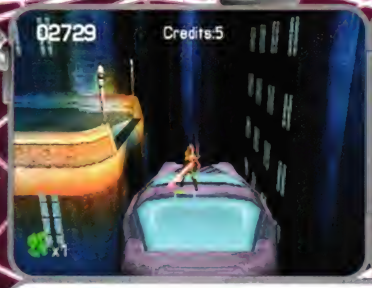
9

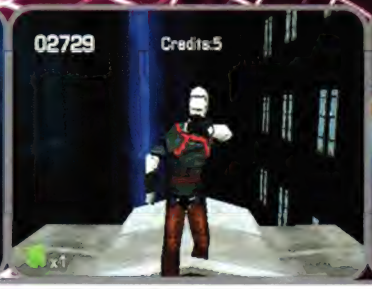
Certain death lies below, but don't be afraid of the sloped roofs. Jump to the roof and slide almost to the bottom. Jump at the last moment to land on a small building that leads you up a series of building jumps. Be sure to stop and take out the Probe Droids floating around here; if they hit you with a laser blast while you're in mid-jump, you're a goner.

10

After the building jumps, notice the building across the way with a giant vent on it. The powerful fans under these vents are strong enough to shoot a Jedi through the air. Use them.

11

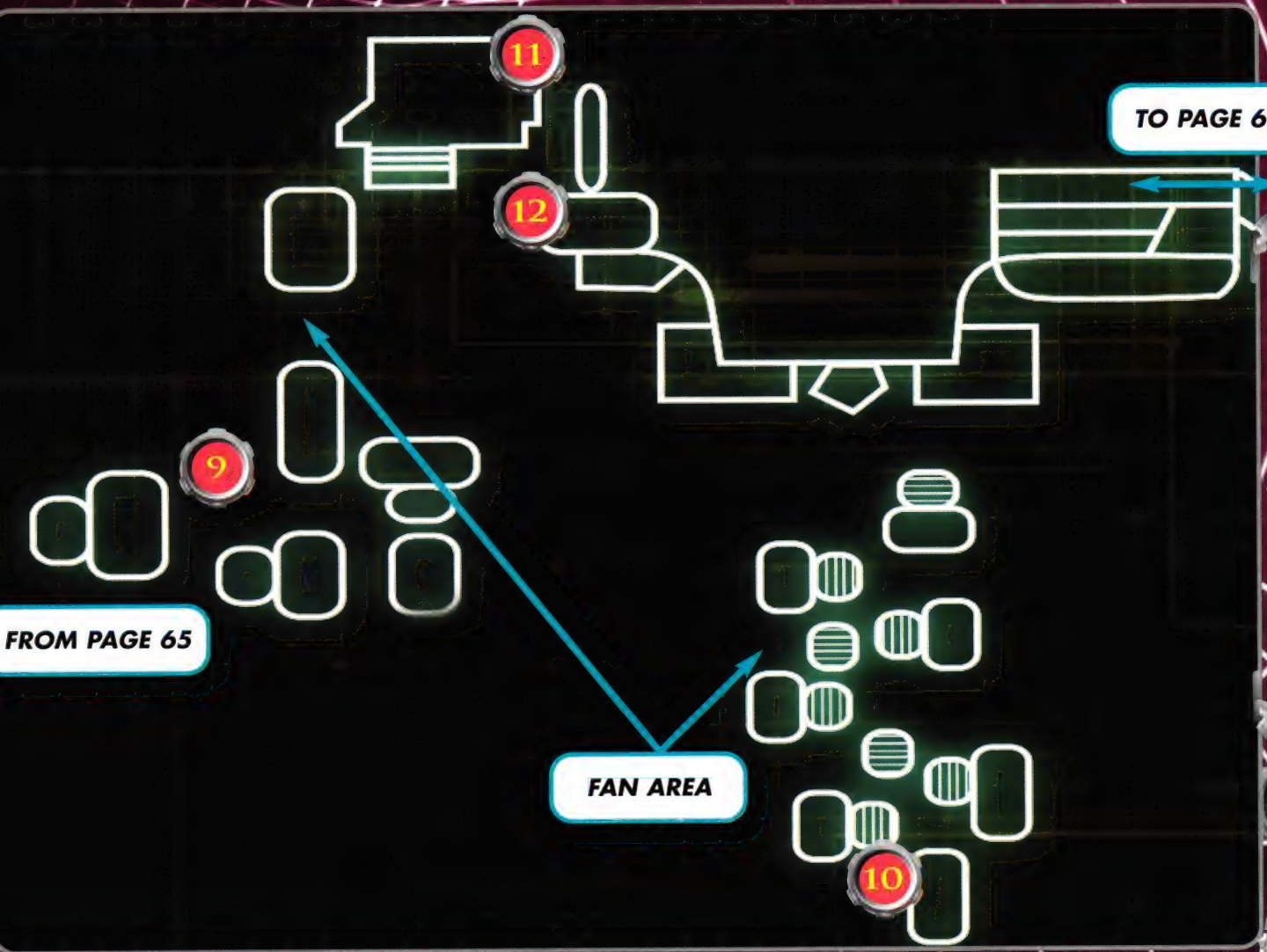




After the fan area, you must hop another cab. Be cool: first a sniper will fly by, taking pot shots at you. Then comes the thug boss himself, on his own private limo. After he hops onto the platform you just came from, the autopiloted vehicle will ram your cab, destroying it! Make sure you hop to the roof of his limo, or you'll be destroyed, too.

The limo stops next to a platform bearing a couple of Rodians. Hop off onto the platform, ready to perform some surgery. After doing away with both Rodians, hop to the yellow cab that stops in the foreground, and then to the landing platform beyond.

12



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THE BATTLEGROUND

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13

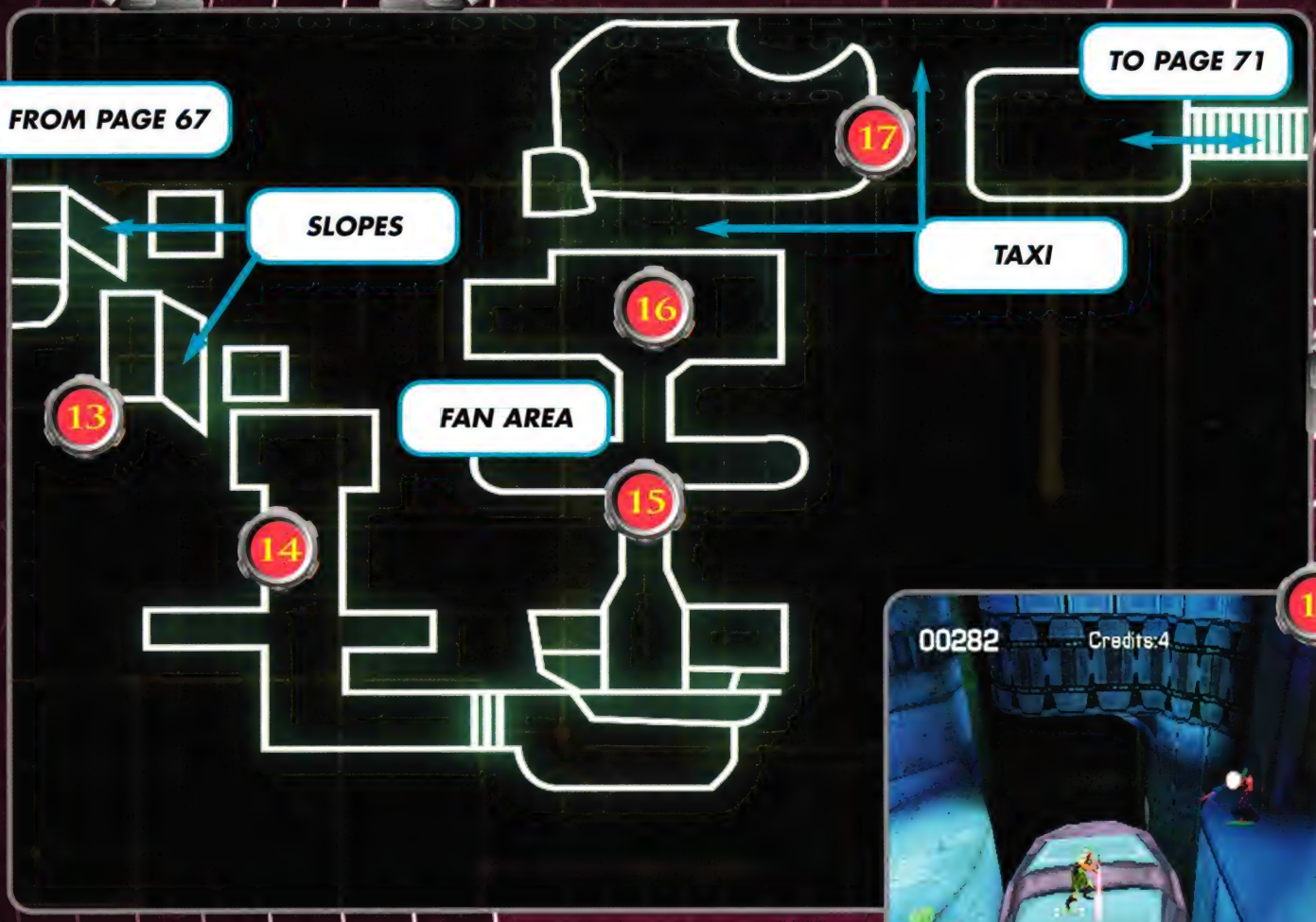
You've seen the slanted roofs before. You know what to do: slide down, and jump at the last moment. When you get to the last one, you'll hop to a platform where three thugs await you. Slash through them and charge forward!

14

One wrong move here, and you're dead. When confronting three of these guys on a narrow platform, it's in your best interest to nuke 'em. Let them have a thermal detonator to the face, or a Force Power that's equally blastastic! If you're playing a character without such gadgetry, though, run like heck!

15

Ah, these familiar fans. They used to be your friends. Now you must avoid them at all costs, for they'll blow you into a bottomless pit, if you let them. Approach this area calmly, reflecting shots from enemies when you can, to avoid unnecessary movement in this precarious situation. You'll also want to walk across this "tightrope" instead of running.



Although it's possible to make this jump without waiting for a taxi, the safest way to get across is to fend off enemies until a taxi does pull up, and then use it to cross.

You must destroy most of the enemies on this platform just beyond the "tightrope" before a taxi will show up to get you to the next roof.

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18

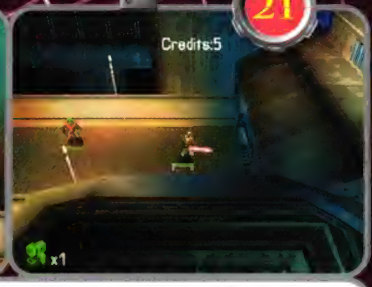
You can make this jump with a simple double-jump. Be sure you've cleared all enemies behind you, though. You don't want to get shot in midair. You have a series of roof jumps coming up next. Take care: you'll encounter at least one Probe Droid per roof.

19

After you've made it here, breathe easy for a moment while the second chapter of this epic level loads. Well done.

20

Again, enlist the help of the powerful Coruscant fans. Get blown to the roof of the limo at the landing platform on the next building. Take care, though; if you avoid fighting on the building with the fans, the limo may not show up, and you'll be blown into the air with nowhere safe to land.



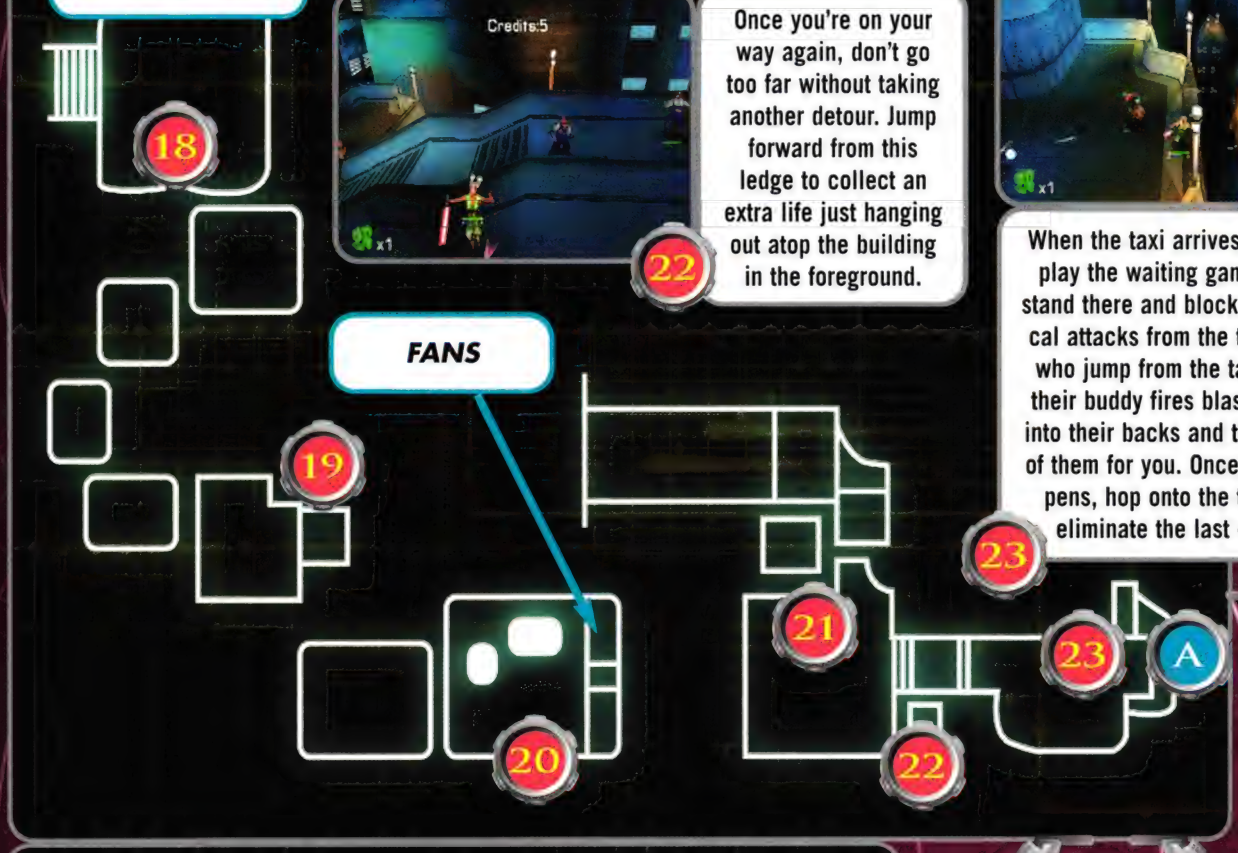
21

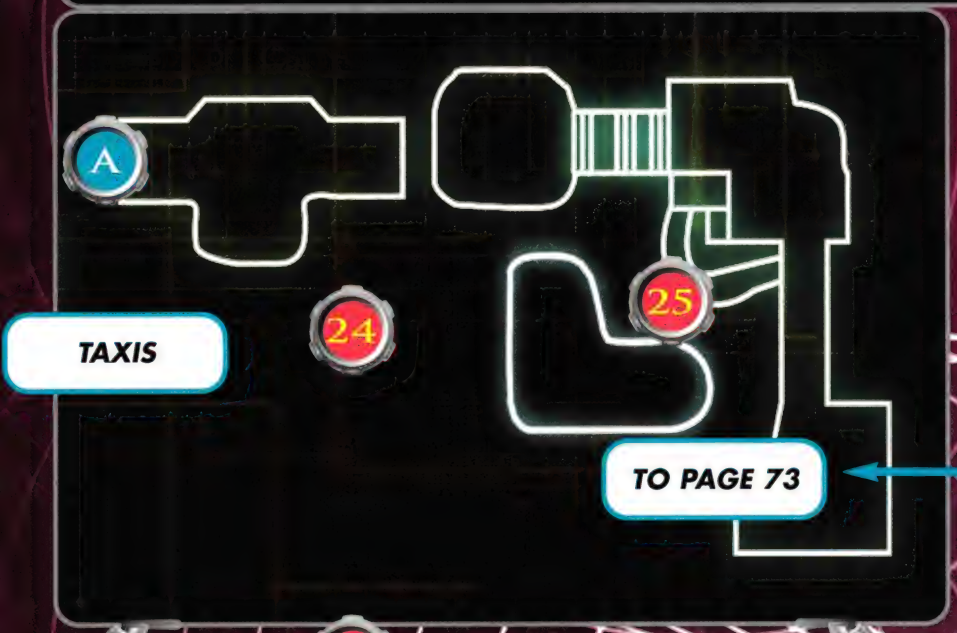
Although your path on this platform lies to the right, up the stairs, take a detour into the background. Run to the rear of this platform and Force Jump to the building on the left to find a Points power-up!

FROM PAGE 69

Once you're on your way again, don't go too far without taking another detour. Jump forward from this ledge to collect an extra life just hanging out atop the building in the foreground.

When the taxi arrives, you can play the waiting game if you stand there and block all physical attacks from the two thugs who jump from the taxi while their buddy fires blaster shots into their backs and takes care of them for you. Once that happens, hop onto the taxi and eliminate the last of 'em.





It looks like a piece of cake, but dropping down to the next taxi can be tricky. You need only walk off the platform just after the taxi passes underneath. You'll fall right onto it, safe and sound. After riding that taxi across town, jump off here, lest you get shoved off the taxi by the overpass.

After you leap to the next taxi, all goes well until a taxi bearing a couple of thugs stops you. Hop to that taxi and take care of the thugs, but be careful: if you pay attention to the background, you'll notice that an out-of-control transport is spinning right at you! Jump back to your original taxi and ride to the next platform.

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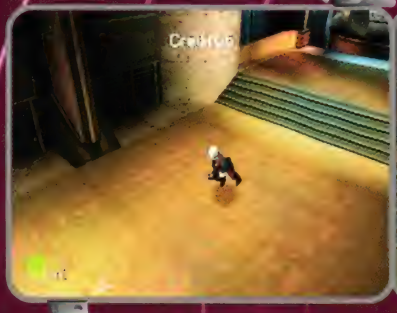
Two words for this area—be careful.

26

THUG BOSS

As if this level weren't difficult enough, the thug boss who tried to do you in before is back to face you in person. If he wielded only blasters, thermal detonators, and fists of steel, this boss would be a severe challenge. But he has a personal teleporter, as well. This makes him very elusive, so you'll have to pay attention to his patterns and try to anticipate his actions.

27



To beat this boss, you must be fast with your attacks and know when to retreat, which will be often. The first two stages are mainly defensive, so strike only when you feel it's a sure hit. Stay away from him as he throws his Thermal Dets and dive in to attack once you see an opening.

28

In his second stage of attack, the thug boss uses both his blaster and his thermal detonators. This time, however, he's vulnerable more often. When you see an opening, let him have it!

29

Once you've given him a scare and he fears you may win, the thug boss teleports just outside the Jedi Temple and sets his cronies on you. After they've worn you down a bit, he'll teleport back into battle. At this point, he's pretty much gone hand-to-hand, and you can dig in!

Either pound him down until he has no energy left, or use a Force Power or thermal detonator to blast him off the platform. Be aware, however, that if you defeat him by shoving him off the platform, you won't get points for defeating him.

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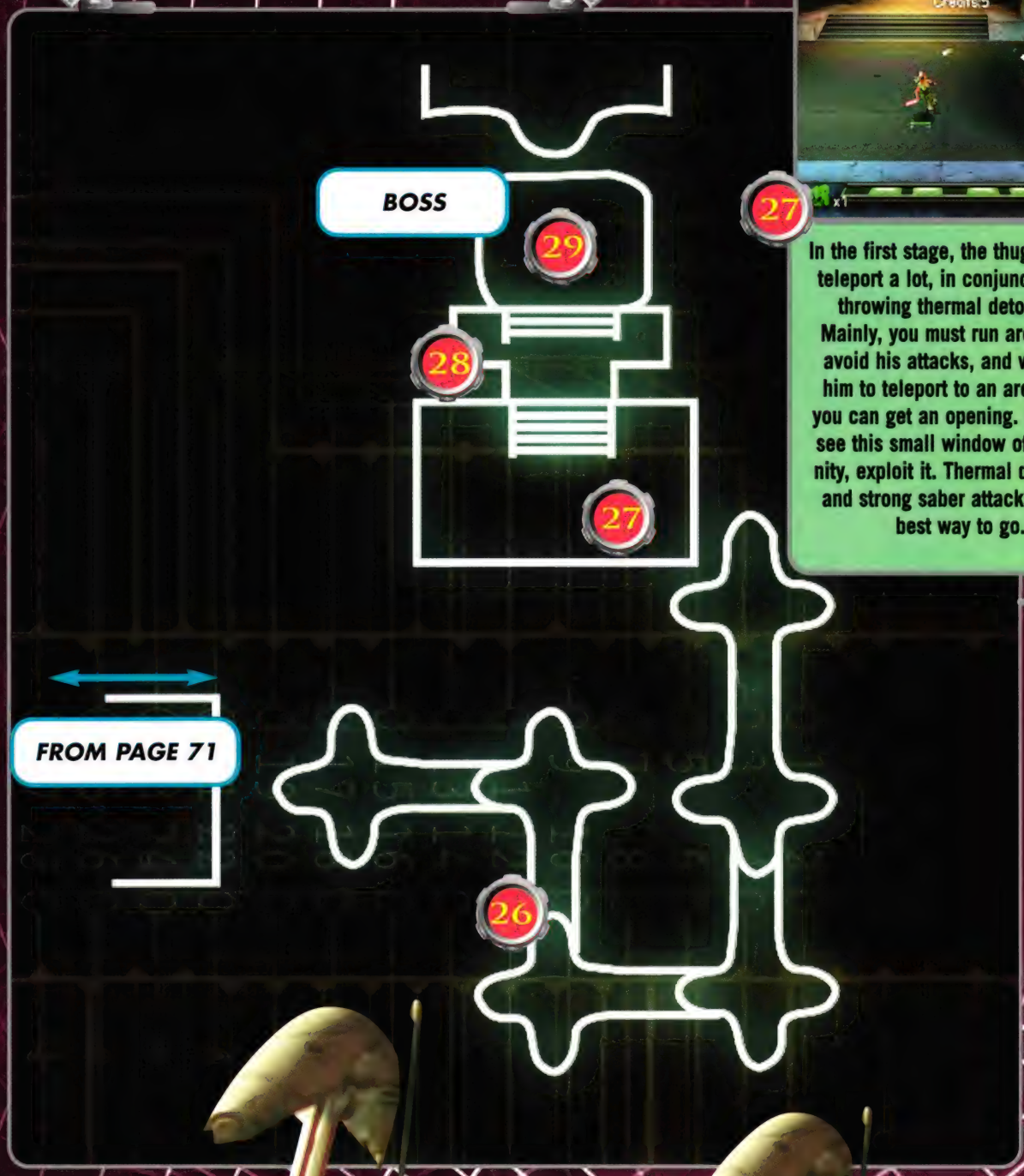

27

In the first stage, the thug boss will teleport a lot, in conjunction with throwing thermal detonators. Mainly, you must run around and avoid his attacks, and watch for him to teleport to an area where you can get an opening. When you see this small window of opportunity, exploit it. Thermal detonators and strong saber attacks are the best way to go.

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RUINS

LEVEL 7

Queen Amidala has decided she must head back to Naboo and fight for her freedom alongside her citizens. It's your job to find the Gungans and convince them to help you fight against Trade Federation forces. Fight your way through the occupied marsh and ruins of an ancient civilization to seek support from your funny-eared friends.

POINT LEVELS

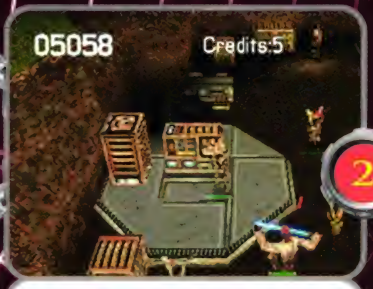
POINTS EARNED	BONUS LEVEL
20,000	Energy Bonus
25,000	Combo Bonus
30,000	Defense Bonus

ENEMIES

- PILOT DROID
- BATTLE DROID
- RIFLE DROID
- SECURITY DROID
- COMMANDER DROID
- PLASMA DROID
- KREETLE
- GUNGAN WARRIOR
- GUNGAN SECURITY CHIEF

1

You must take numerous enemies in this area before the camera will let you progress. Remain calm and use any items and power-ups you find in the dry riverbed. That's why they're there.



2

Leap down into the camp and crash the droids' party by slashing them to pieces! You must take out most of these buggers before you can move past this area.

Make sure you take out these two Plasma Droids before setting foot on this unstable bridge. If you fall victim to a plasma attack while you're on this precarious perch, you'll probably fall into the chasm.

3

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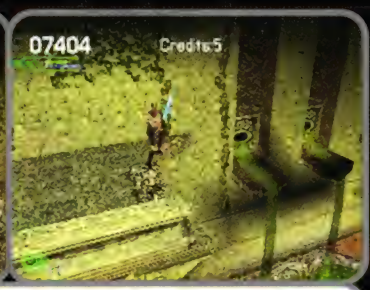
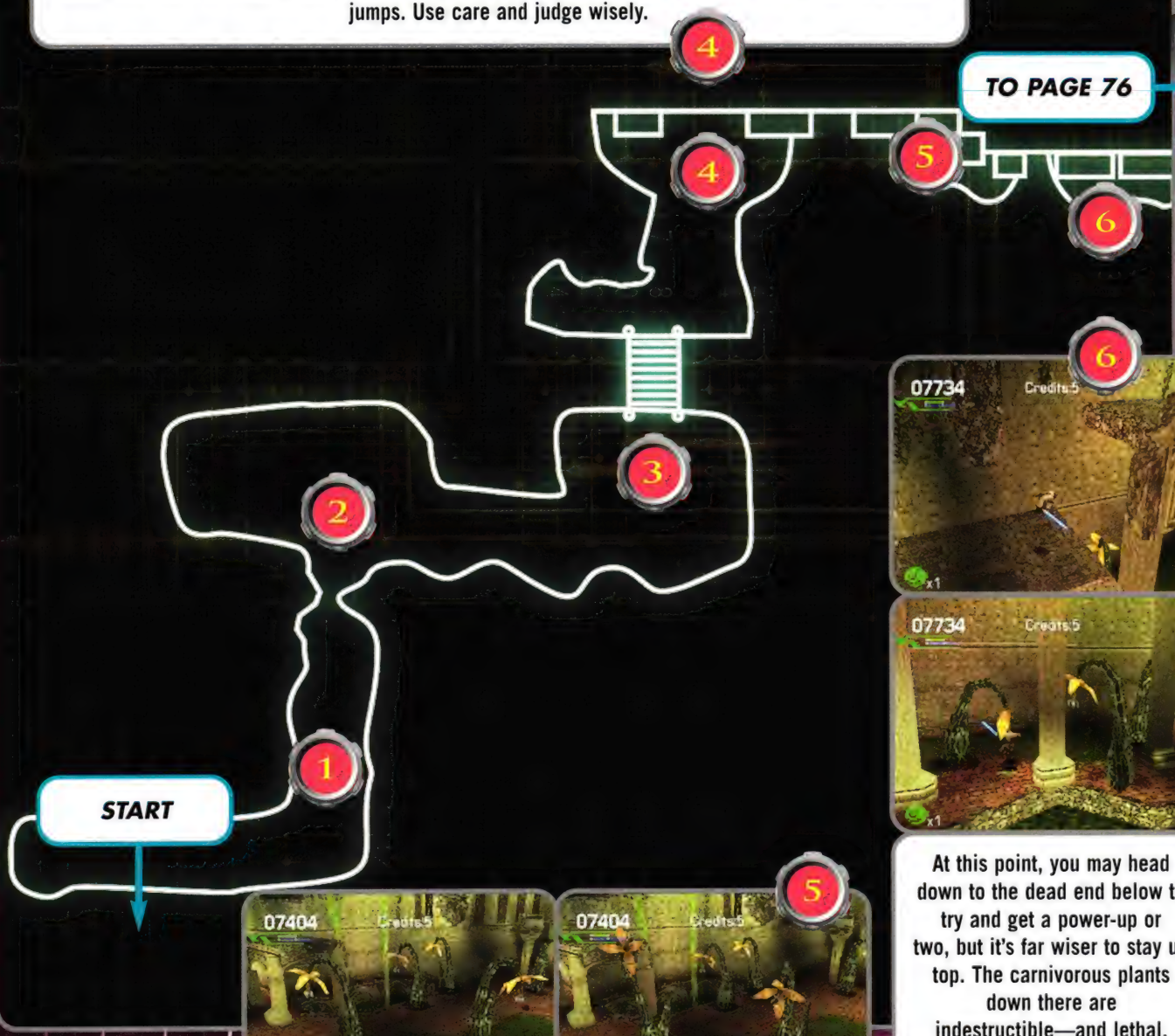


Once you reach the ruins, your path is pretty straightforward. The only problem lies in making all the jumps. Use care and judge wisely.



At this point, you may head down to the dead end below to try and get a power-up or two, but it's far wiser to stay up top. The carnivorous plants down there are indestructible—and lethal.

Remember the kreetles from the Slaatik Hagworm? Well here they are again—only meaner. Again, your most effective attack will be an overhead hack downward. Locking-on helps, as well. Practice dealing with the kreetles here while there's only one. Later in the level, you must confront armies of them.

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THE BATTLEGROUND

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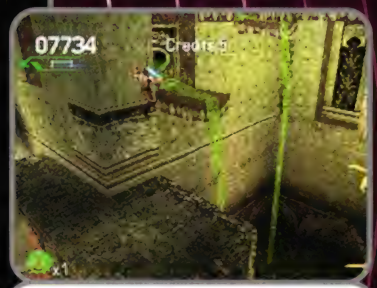
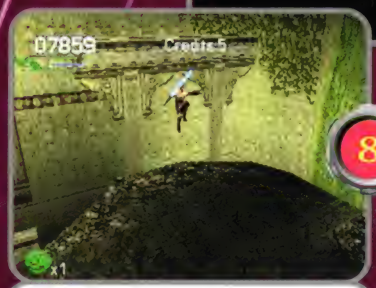
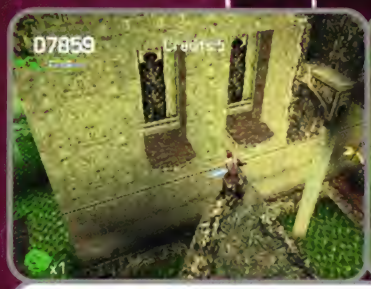
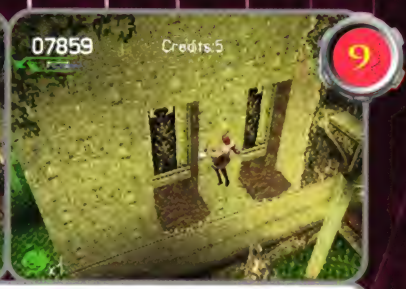


Again, you face a fork in the road. Should you go down or up? Although the low road is the more direct way to the critical path, the high road ultimately will lead you to a Points power-up, and if you're good at Force Jumping, you can double-jump back to the main path from there.

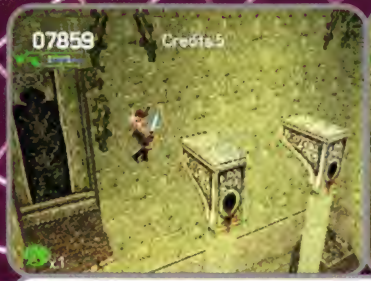


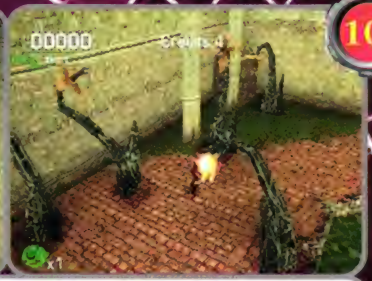
Simply time your jump for the last second and make a leap of faith. If you do it right, you'll land on a platform safe and sound.





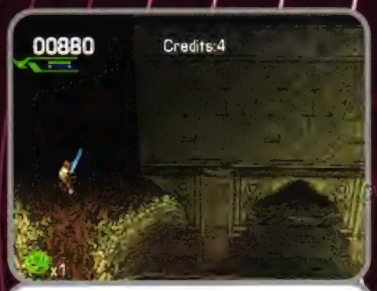
You might think you can't make this jump, but it's easy. Simply run along the line of the pointy bit and jump at the last moment. Tap the double-jump to give yourself a needed boost.





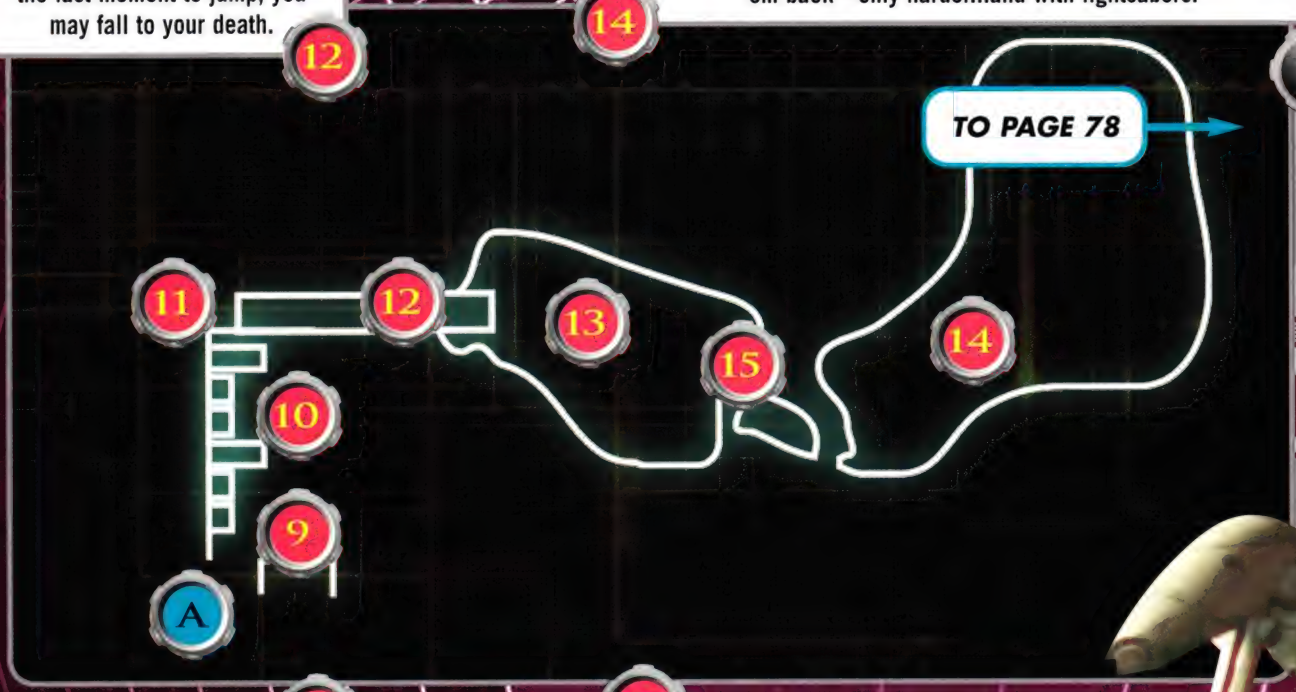
The ruins' last few jumps are narrow and precarious. Use utmost caution. If you fall, you're in for a beating. A virtual army of hungry plants awaits you below.

If you stay on the upper path, double-jump up and hang from the windowsill. Pull yourself up, and then jump out from the nook and double back in to the previous one to score an extra life.



You might want to jump earlier than you'd think. The ledge is slippery, and if you wait until the last moment to jump, you may fall to your death.

You've almost made it. You've found the Gungans, but Boss Nass is nowhere to be seen and these Gungans are poking their electropoles at you. That's no way to treat a Jedi! I say poke 'em back—only harder...and with lightsabers.



Look closely at the ground here and notice where the texture changes. Stay away from that area: it's actually a Gungan booby trap full of deadly kreetles. If you fall in the pit, jump out as soon as you can, because you won't last long.

Take a peek behind this tree and you'll find the third Gungan artifact! Pick this up and beat the level to unlock Gungan Roundup!

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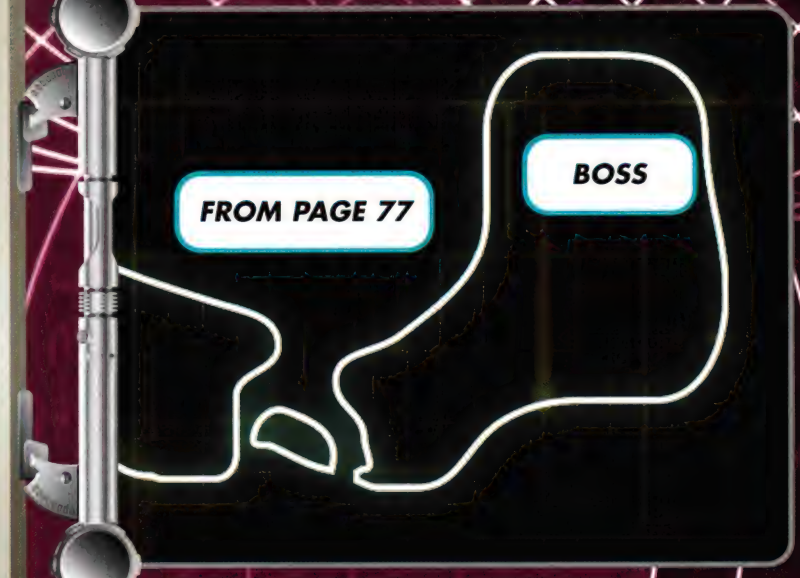
GUNGAN SECURITY CHIEF

After he watches you beat down the other Gungans, the Gungan Security Chief decides you might be worth a fight. When he saunters out, get ready for a brilliant battle.



First, the Security Chief sizes you up for himself. After you teach him a thing or two about poking electropoles at Jedi, he'll retreat to the top of a Gungan sacred head.

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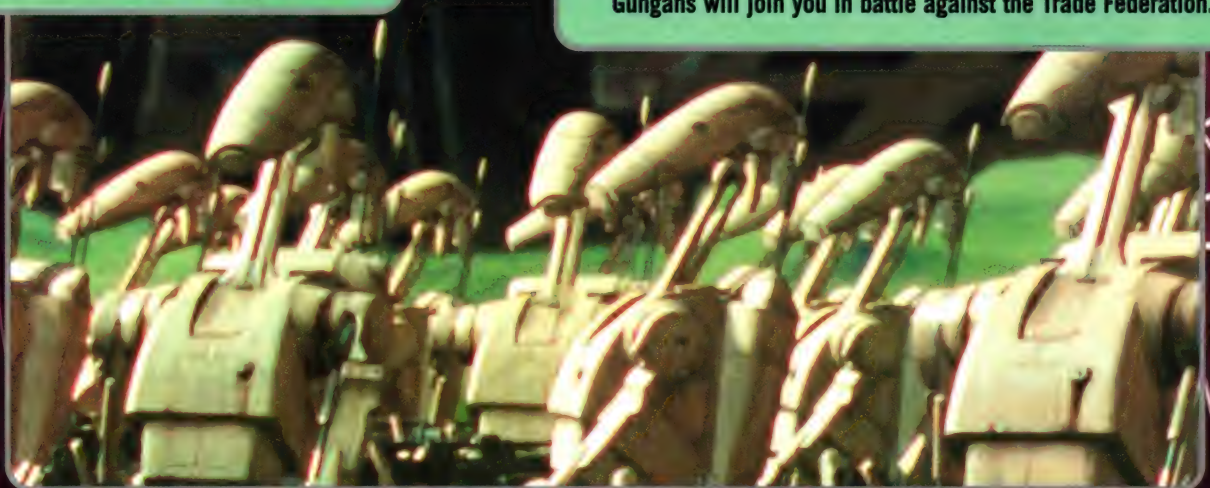
After you beat the two Gungans the Security Chief sends out, he'll hop down and return to the fray, knowing you're in a weakened state. Prove to him that Jedi aren't that easily beaten, and he'll retreat back to his head, where he'll command another pair of Gungan Guards to attack. After about three cycles of this, he wises up a tad.

The Gungan Security Chief sends in Kaadu as diversions while he tosses Gungan energy balls at you. Be careful during this stage: those energy balls pack a wallop.

When the Security Chief thinks he's worn you down, he'll dare to fight you one on one. Prove yourself a worthy warrior and the Gungans will join you in battle against the Trade Federation.



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STREETS OF THEED

LEVEL 8

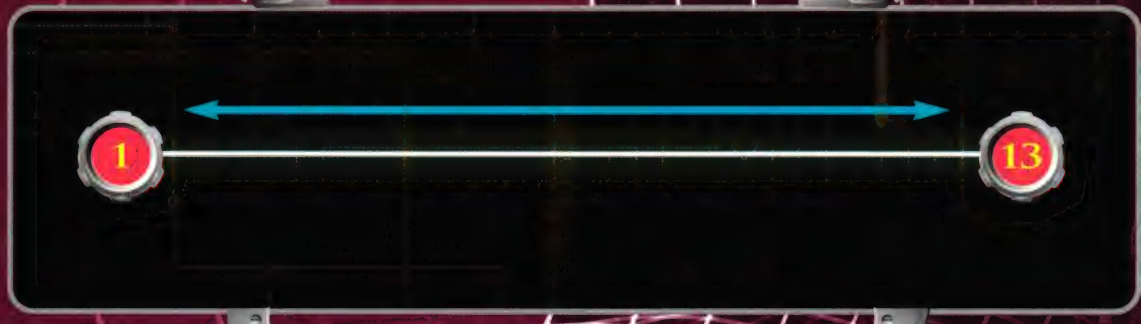
On your way back into the city, you notice an overzealous Battle Droid riding a STAP. After this droid learns (the hard way) not to shoot at a Jedi, you get an idea. You could reach the hangar a lot faster if you had transportation.

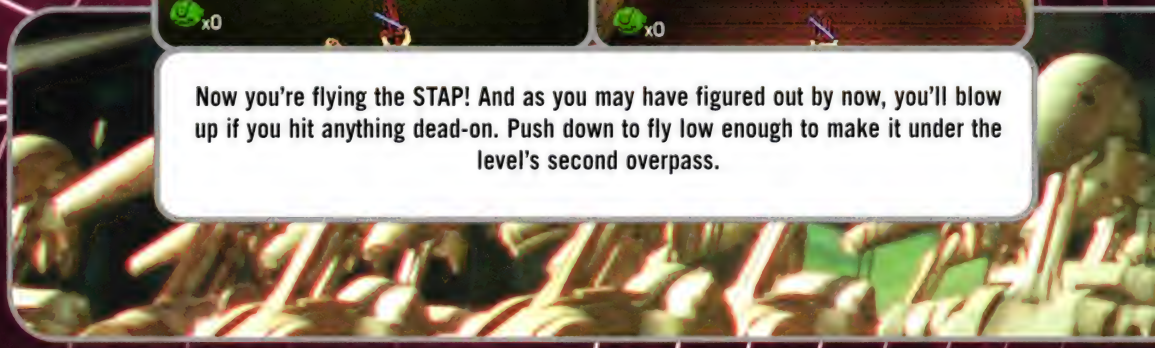
POINT LEVELS

POINTS EARNED	BONUS LEVEL
2,550	Extra Life Bonus
5,100	Combo Bonus
7,650	Energy Bonus

ENEMIES

- PILOT DROID
- BATTLE DROID
- RIFLE DROID
- SECURITY DROID
- DESTROYER DROID
- AAT





Now you're flying the STAP! And as you may have figured out by now, you'll blow up if you hit anything dead-on. Push down to fly low enough to make it under the level's second overpass.

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Pull up at this bridge! STAPs don't work so well when wet.

2

3

You must think quickly when you pilot the STAP. If you see a ramp, chances are you should take it. Here, you must climb either the right or the left staircase. The middle path means instant death.

When a gate's in your way, destroy it! Fire those blasters until you've made yourself a path.

4

5

Don't let all this zigzagging lull you into complacency! Blow out that gate and sneak through the narrow opening.

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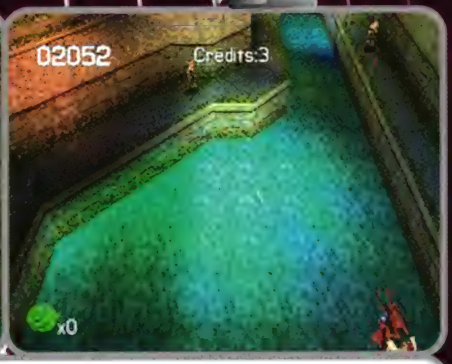
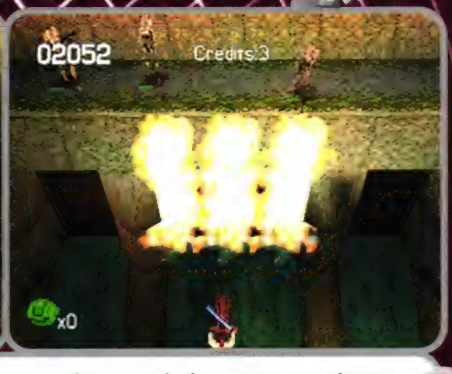
THE BATTLEGROUND



6 The right-hand path is the easier way to go, but the choice is yours.

Blast it! 7

8 Keep shooting even after you've blown out this first gate. Another just like it lies beyond.



Although this door doesn't look like any gate you've seen before, you can shoot it out, as well. Head right for it and pound ▲. 9

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10

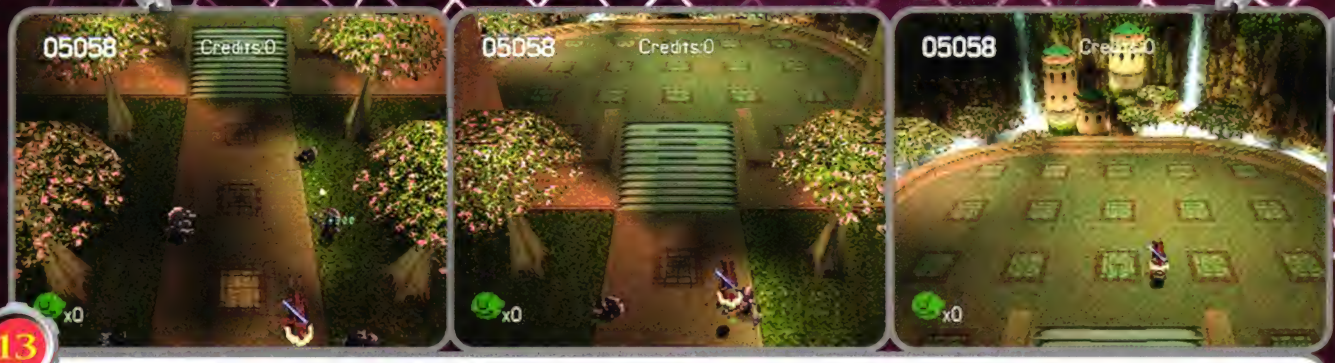
Again, slopes lie to right and left, and fiery death in the middle. Slope it right or left, it's up to you. Just be sure to slope it.

11

Speed over these jumps to get high enough to peg the droids on the side walls.

12

To rack up big points toward the end of the level, slow down so you can get all the droids just after you emerge from the aqueduct.



13

At the end of the street overlooking the waterfall, dismount your STAP and prepare to make your way up the Palace Cliffs. And get ready for a fast-paced level.

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PALACE CLIFFS

LEVEL 9

The Gungans are out there ready to fight. Most of the Naboo Royal Guard are ready to fight, as well, but the pilots are still captive!

Time is of the essence! The Droid Control Ship must be eliminated! Make your way down the cliff face and back up the other side of the palace to free the captured pilots. Then they can take out the Control Ship!

POINT LEVELS

POINTS EARNED	BONUS LEVEL
5,000	Extra Life Bonus
9,000	Energy Bonus
14,000	Combo Bonus

ENEMIES

- STAP
- RIFLE DROID
- BATTLE DROID
- SECURITY DROID
- DESTROYER DROID
- MELEE DESTROYER DROID

1

As you make your way down the cliff face, remember that a lot of these jumps will require the cushion of your Force Jump. Don't fall flat on your face!

2

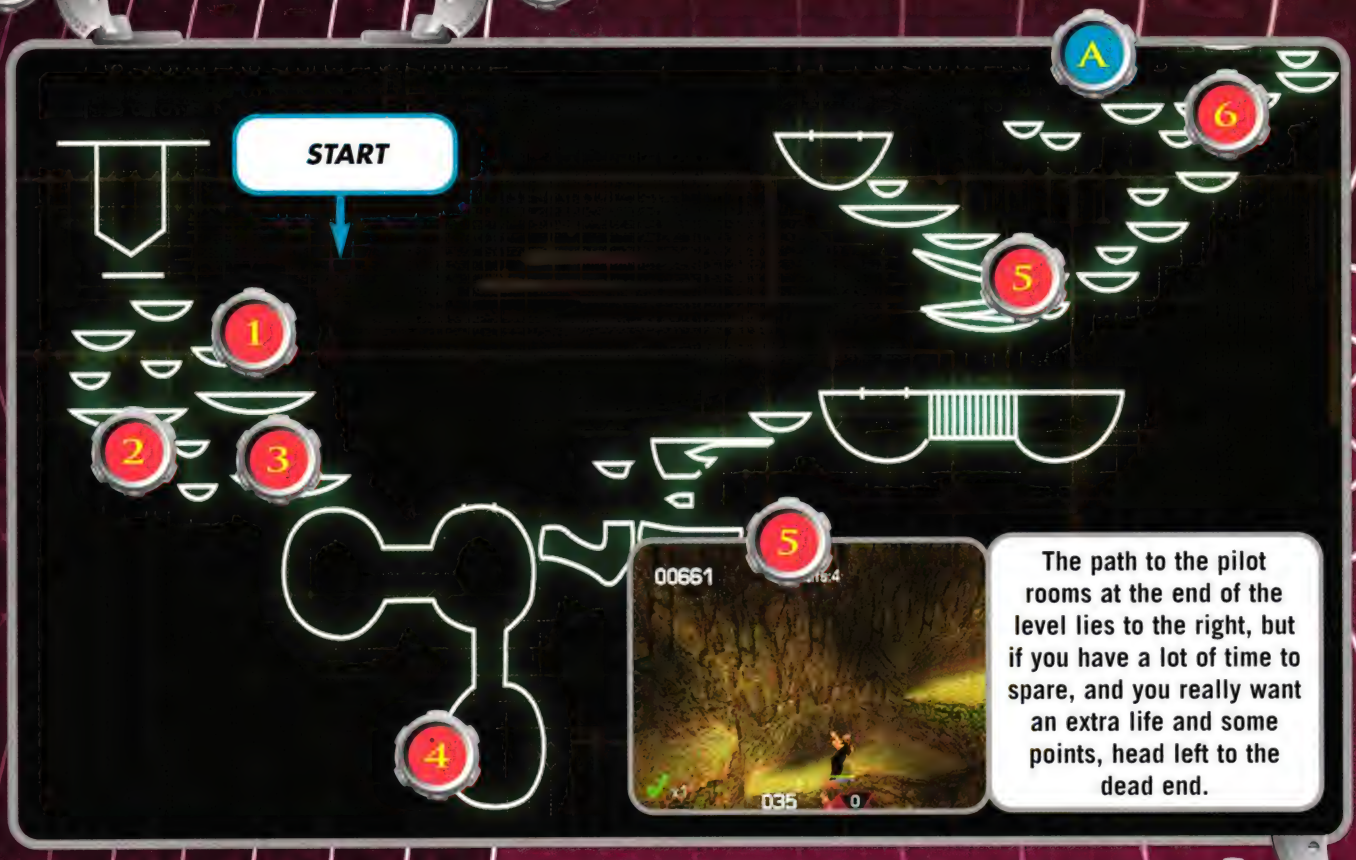
This area's many crumbling ledges can really delay you. When you land on one, jump off again right away. You don't want to fall to your death!

3

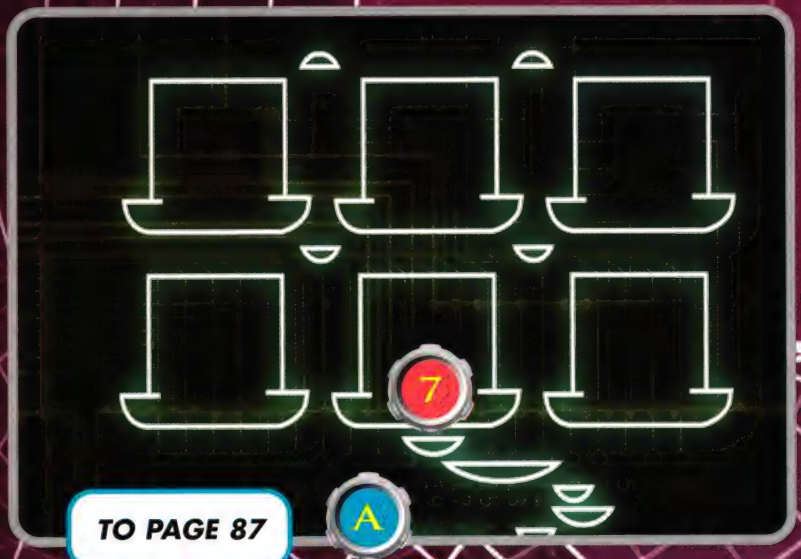
STAPs and Rifle Droids shoot at you as you hop down the cliff face. Do more blocking and running away than fighting. Save as much time as you can for the end of the level, where the real challenge awaits you.

4

Don't waste your time even coming to this platform for a single Extra Life, you'll find, as you struggle your way through this level, that time is more precious.



The path to the pilot rooms at the end of the level lies to the right, but if you have a lot of time to spare, and you really want an extra life and some points, head left to the dead end.



Don't let the platform below fool you. You want to head across and up. All that lies below is an extra life.

There are six rooms like this at the end of the level. Each contains a Naboo pilot and a number of bad guys. You must free five pilots from captivity. Choose rooms wisely. Descriptions of the rooms and the encounters follow.

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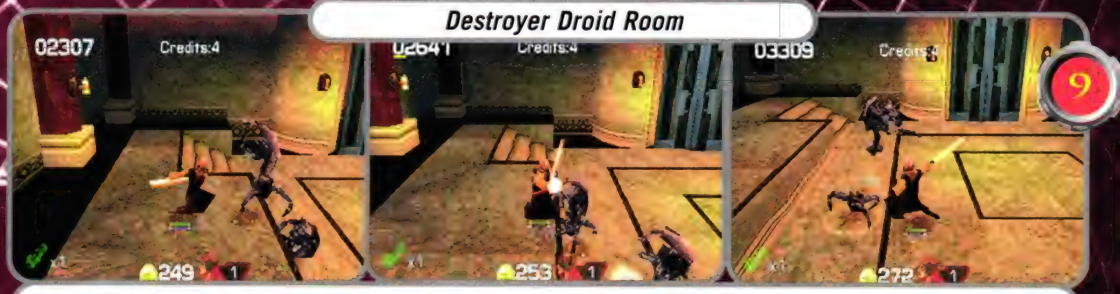
Melee Destroyer Droid Room

8

Here you'll find one of the game's most difficult foes. The Melee Destroyer Droid was designed as the ultimate hand-to-hand droid. The easiest and quickest way to dispose of it is via thermal detonator or Force Powers. Because they're primarily hand-to-hand fighters, these droids tend to block most combos. If you have few items or little Force juice, don't head to this room.

Destroyer Droid Room



9

Three Destroyer Droids await you here. They won't be that difficult to defeat, especially if you have some time to spare. An easy way to defeat this trio is to flee to the left, jump to the platform they can't reach, and reflect their blaster fire. If any refuse to shoot, hop down and finish them off last.

Rifle Droid Room

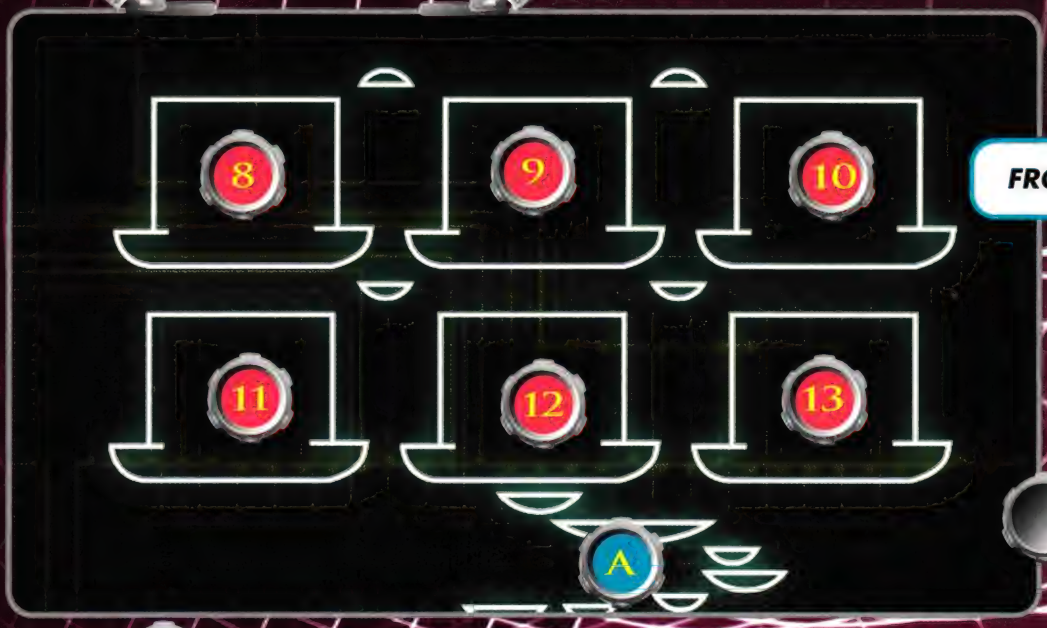
10

Although the Rifle Droids' weapons are powerful, the droids themselves aren't all that threatening. You need only one strategy here: *Run like mad.* If you run around a lot, you can get close enough to the droids to do a running attack and kill them in one shot. (Keep away from the pilot so they don't shoot him accidentally.) This is a great room if you're running out of time.

Flame Droid Room

11

Remember the tactics you used in Theed. Get behind the Flame Droids, if you can, and perform running attacks to wipe them out in one hit. If you become surrounded by flame here, double-jump out for a new angle on things. This is another good room when you're running low on time, because, if you get lucky with the first strike, you can take out more than one at a time.



FROM PAGE 85

12 Grapple Droid Room

This room is far from easy. Go in there full of Force juice and with a Lightsaber power-up. When the Grapple Droids start blocking every hit, blast them with the Force. But when an opening arrives, you'll want that saber longer or fatter—doing at least a little more damage. This is a long battle. If you're low on time and thinking of choosing this room, think again.

13 Security Droid Room

The four Security Droids here should prove virtually no challenge, for you've battled them all through the game. But if you're low on time, you may want to skip this room. There are four of them, after all, and they do tend to block more than other droids. When you clear five rooms within the time limit, the level ends.

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FINAL BATTLE

LEVEL 10

Test your Jedi prowess by taking on the Sith Lord, Darth Maul. You have one objective and one objective only: Chase Darth Maul through the Theed Palace energy core and destroy him.

POINT LEVELS

POINTS EARNED	BONUS LEVEL
4,000	Combo Bonus
8,000	Energy Bonus
12,000	Attack Bonus

ENEMIES

- SECURITY DROID
- DARTH MAUL

After you free the Naboo pilots, you'll end up in the palace hangar. But you're not alone. As you round the corner to find the Queen and assist in the battle, a familiar face greets you. Force Maul through the door into the palace energy core, where you'll fight him to the death.

1

2

Fighting Maul is a game of cat and mouse. You'll wear him down, he'll flee, you'll meet him again, and so on. In this first corridor, pace yourself and learn Maul's moves. You can take a few hits here and there: it's the beginning of the level and you'll find some power-ups. At this point, he's pretty much the same as he was on Tatooine. Block a lot and be aware of where his openings are and when they occur. Strike hard and use your combos.

4

After Maul flees into the core room, grab the Health power-ups and pursue him up the core's precarious catwalks.

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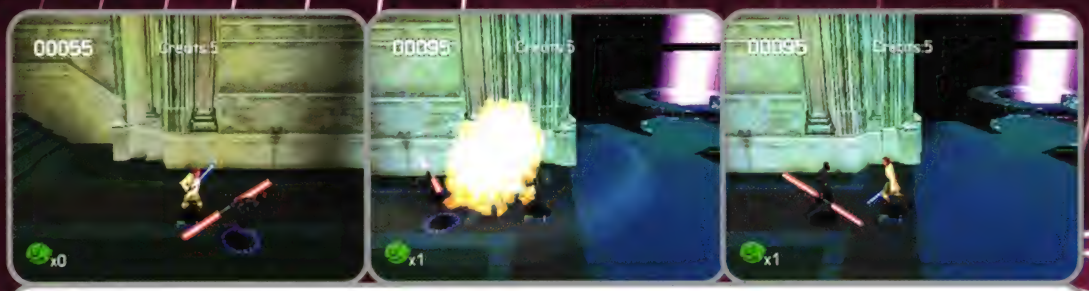
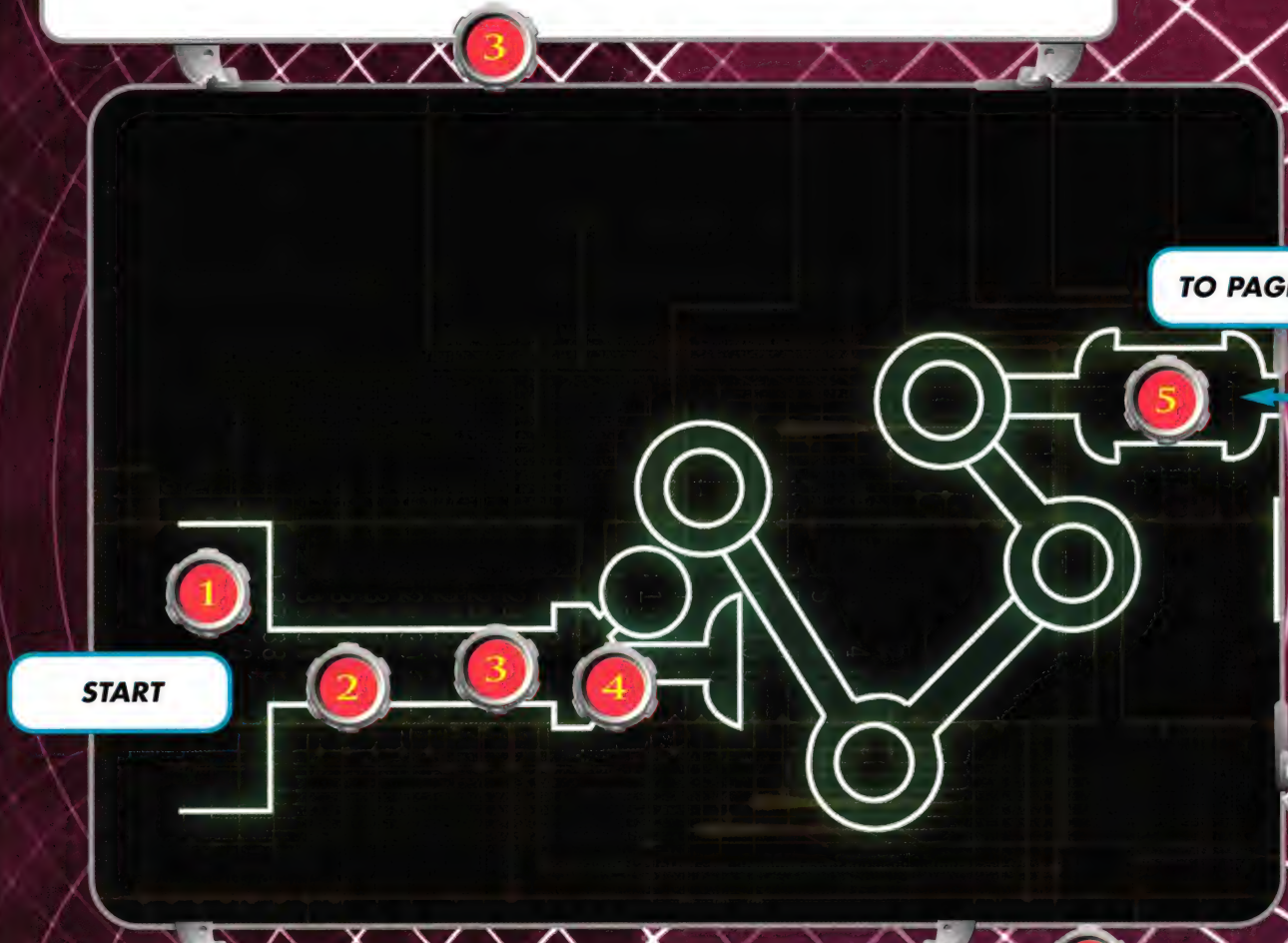


Don't let Maul get too far from you. Chase him down the hall and attack with fervor! Use the tactics you used in the first hallway. If you can, use some Force Powers to ward him off.



The next time you encounter Darth Maul, you'll be standing on an electrobridge, hundreds of feet above the cooling tanks. Use caution here as you fight: some of Maul's attacks can send you sailing over the edge to your death.

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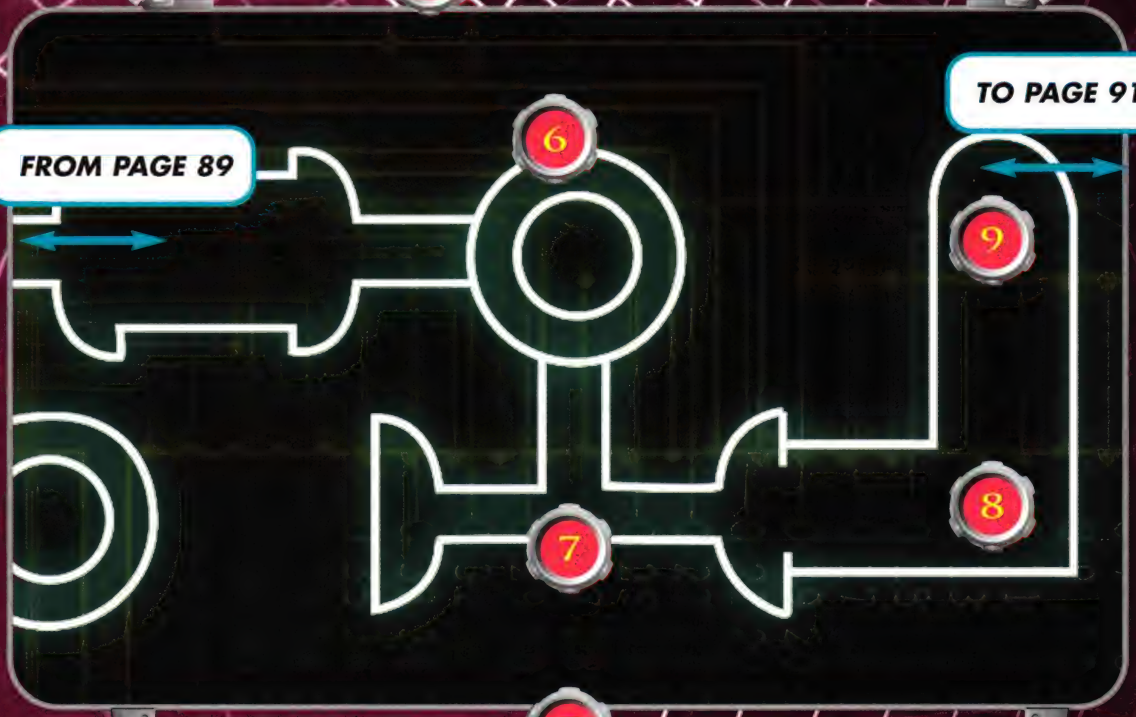
After pressing Maul farther along, head down the four rings, stopping for all the power-ups on the way. You'll need them when you battle Maul on the narrow catwalk at the bottom.

6



7

From here on, fighting Maul only gets more and more difficult. Your best bet is to line yourself up on the straight walkway. That way, should you fly through the air when Maul uses his Force and lifting saber attacks, you'll land on the catwalk behind. When you've beaten him sufficiently, Maul runs through the door on the right. Before you run through, as well, go to the left and pick up a few power-ups.

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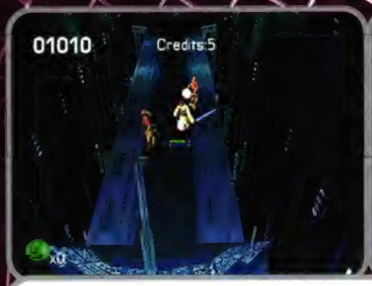
8

Enter this hallway to encounter three rapid-firing Security Droids. If you're low on health, just run past them. But if you're doing all right, you might want to stand and reflect their shots back to get the points.

After you get past the Security Droids, hop on this elevator for a quick ride deeper into the energy core—and closer to your destiny.

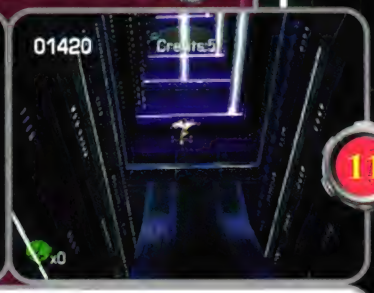
9



FROM PAGE 90

Take care as you fight these Security Droids; they pack quite a punch. And because certain death lies below the gap on either side of this hall, the last thing you want is to be punched into the air.

10



11

The electric discharge rods move constantly, absorbing excess electricity from the giant circuits in the underground generator. You must use your Force Jump to avoid taking damage as you pursue Maul. Jump to either side of these beams, and don't take it too fast. It's ok to take your time here. Few enemies exist to pressure you.

TO PAGE 92

When you spot these Security Droids, slow down and be wary. It's easy to let them knock you from the platform. After you've warded off the droids, run for the Checkpoint as fast as you can. The next area is perilous.

12

THE BATTLEGROUND

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13

14

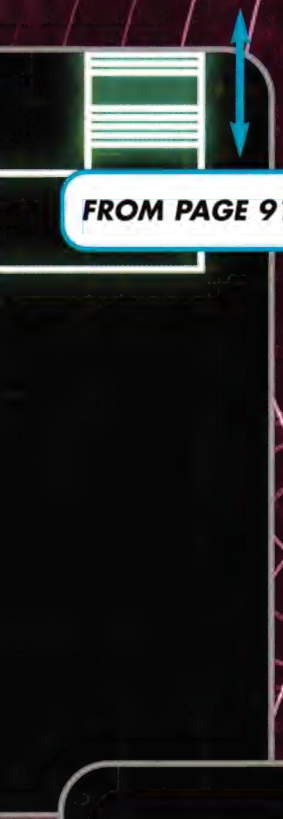
13

TO PAGE 93

14

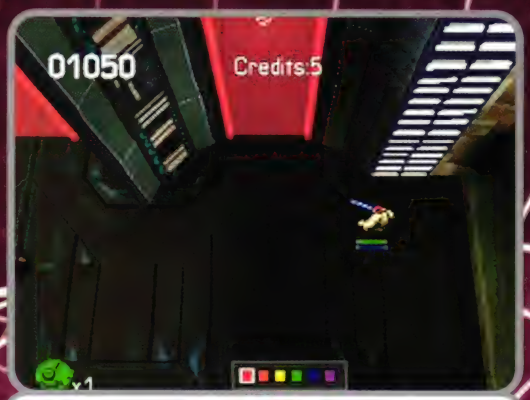
Make certain you smash the consoles to stop the giant fans spinning before you try to go farther. Be sure of foot, as well. One wrong step will send you soaring, plunging to your immediate death.

On your way down the shafts, double-jump to prevent damage from the fall. You must do this a number of times on the way down, so get into your pattern. Slash the consoles and double-jump down the ledges.


FROM PAGE 91

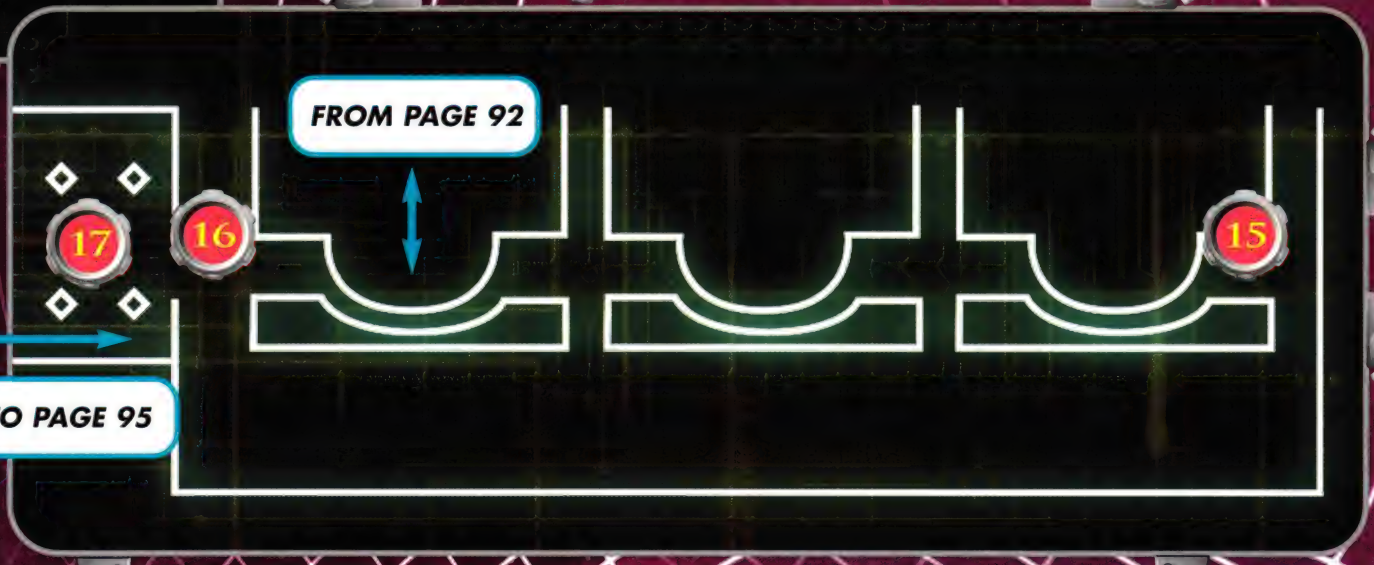
On the platforms above the cooling pools, the natural path lies to the left, through a door. If you're smart, however, you'll sneak around. Head all the way to the right of the room to find the Points power-up.

15



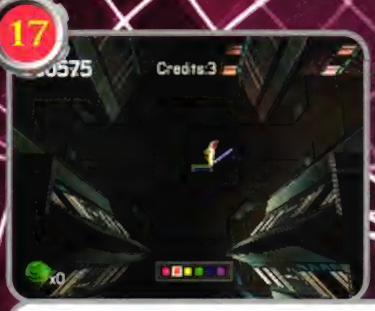
After picking up the Points power-up, head back left and continue. You'll find yourself in a laser gate maze. This security grid prevents anyone from reaching the deep core. Without knowing the pattern, no one can make it through. Follow these instructions, though, and you'll find it easy as pie.

16



17

Start here and move two left and one up to get the gate to turn orange.



17

After you make it here, head to the right two rooms, down two, left one, and up one, in a sort of spiral path. The grid will change to yellow, and you'll be one step farther along.

17

Double back from here, going down one, right one, and then up two to change the gates to green.

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THE BATTLEGROUND

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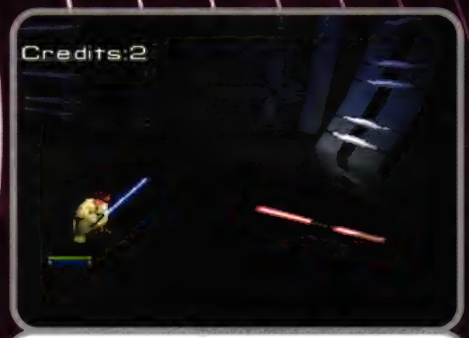
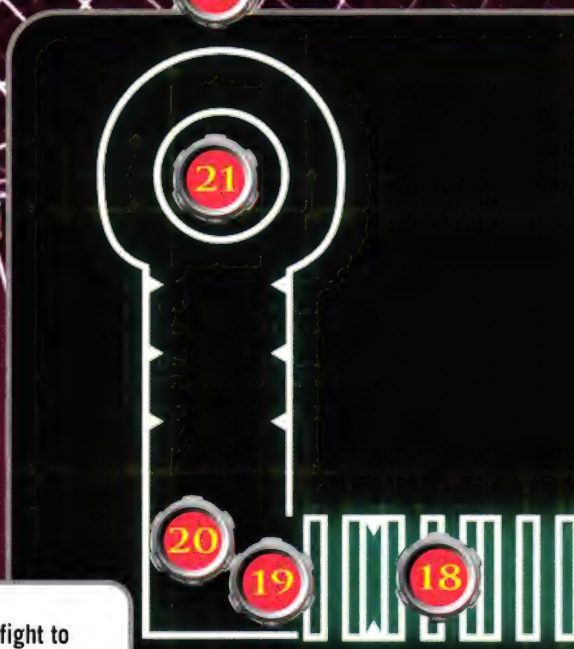


Congratulations, you've beaten Darth Maul!



Lure Darth Maul away from the melting pit to take the fight to safer ground.

You're at a dead end. There's no running away for either of you. Be careful, because Maul will try his best to knock you into the melting pit. Jump to avoid his Force attacks, and when you can, use some of your own. Maul is so powerful with the Force, however, your attacks won't be as strong against him as they have been on other enemies. At this point, it's all about ■ and ▲ combos.

Follow Maul into the next area quickly, or he'll start with the Force Powers again. Keep next to Maul as much as you can during this last battle. Again, to knock him off his guard, use ■ combos on him, and then plant some bigger combos as he reels back. He'll retreat again, and again you'll pursue.

The puzzle becomes complex now. Head down two, left one, up one, left one, down one, and left one more. You'll end up in a corner room and the grid will turn blue.

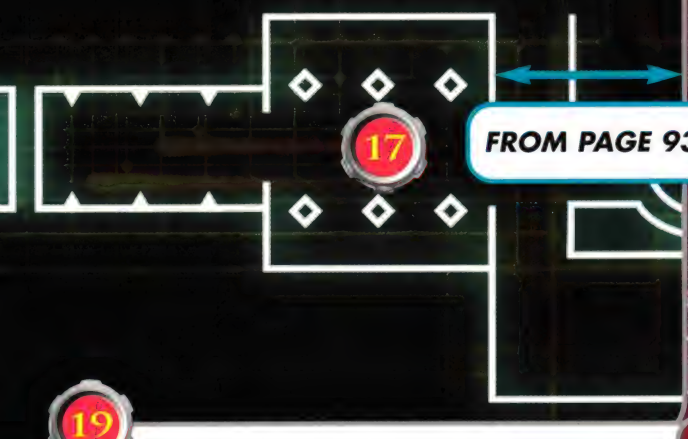
17

To turn the grid purple and open the exit, backtrack three right, up one, left one, up one, and right one. Then stop. You should end up in the opposite corner and the grid should be purple.

17

At this point, the exit is open. All you have to do is find it. Remember, though, one wrong step and the gates will go back one step. Head left one room, down two, left two, and up, out the exit.

17



FROM PAGE 93

18

Be careful in this next corridor. You must perform precarious jumps over bottomless pits and avoid these horizontal laser floors. And use special care: they suck away health quicker than anything in the game so far.

19

At the end, a friend waits for you, guarding the Checkpoint. First things first—grab that Checkpoint! This is it, the final battle. In Maul's first stage, in the corner of the hall here, he'll try to use his Force Powers against you. Avoid them by jumping through the air toward him. When you land, use your ■ combos to force him back. When you see an opening, use your heavier attacks and × and ▲ combos. After you give him a lickin', he'll run through the next laser gate and wait for you.

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MINIGAMES

To gain access to the hidden minigames, you must play through with exemplary skill. Prove yourself a worthy master of the Jedi arts and you, too, shall receive a reward.

THE MINIGAMES OF *JEDI POWER BATTLES*

LEVEL	HOW TO UNLOCK IT
Droidekas!	Beat the game playing as Plo Koon.
Kaadu Race!	Beat the game playing as Adi Gallia.
Gungan Roundup!	Find all three Gungan Artifacts hidden throughout the game (Jedi Mode only).
Survival Challenge!	Beat the game playing as Mace Windu.

DROIDEKAS!

MINIGAME 1

Welcome to role-playing Jedi Power Battles! *Take on the role of a Trade Federation Destroyer Droid (or, in a two-player game, an enhanced destroyer prototype), and then race the clock to the Jedi you must destroy! On your way, however, you must take out 18 pilots, or you fail the level. Get rollin'!*

ENEMIES

- ***NABOO PILOT***
- ***QUI-GON JINN***
- ***MACE WINDU***
- ***OBI-WAN***

DESTROYER DROID CONTROLS

▲	***WIDE-RANGE BLASTER FIRE***
■	***HAND-TO-HAND ATTACK***
×	***SHORT LASER BURST***
●	***NOT USED***
L1	***BLOCK***
L2	***NOT USED***
R1	***NOT USED***
R2	***ROLL***

Roll through the corridors of the Theed Royal Palace! You must reach the Jedi at the end of the path and take them out!

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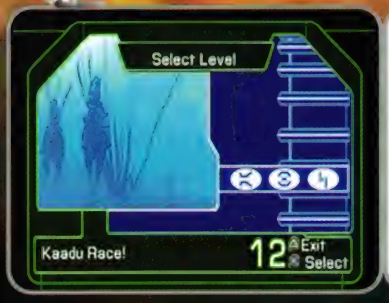
As you zip through the hallways and corridors, Naboo Pilots will do everything they can to stop you. Pause long enough to eliminate them!

All through the game, you were taking out Destroyers with your lightsaber, now it's payback time, Droideka style! Wipe out the Jedi quickly to get the best time you can.

KAADU RACE!



MINIGAME 2

You saw them when you fought the Gungan Security Chief. Now be the Kaadu. It's not an easy life for these beasts of burden, and you'll see why after you've run a race or two in this two-player contest of endurance!

When the light turns green, start pounding those buttons to get off to a snappy start!

After you've peaked out at max speed, slow your tapping somewhat and try to maintain a steady pace for most of the race. You've got to—lest your arm fall off.

KAADU CONTROLS

- ■ RUN (ALTERNATE WITH ●)
- ● RUN (ALTERNATE WITH ■)

NOTE

The Kaadu know where to go automatically, so you needn't steer them with the D-pad or analog stick. Instead, simply alternate pounding those buttons as fast as you can.

When the finish line is in sight, gather all your strength to sprint your goofy beast forward and across the finish line first! (After you cross the line, drop your controller and massage your forearm. That's better.)

GUNGAN ROUNDUP!

MINIGAME 3

Just what you've been waiting for—Jar Jar hockey! In this minigame it's your responsibility to show Jar Jar what happens when you boom the gasser and knock over the Boss's heyblibber. Clumsy good-fer-nuthin'.

Get Jar Jar into your opponent's goal to score a point. The first player to score wins! (You can play this one as a single-player game, as well.)

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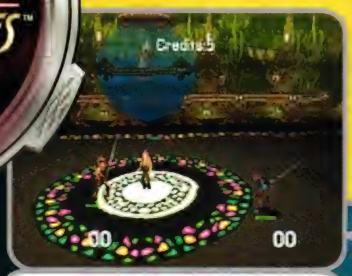
ENEMIES

JAR JAR BINKS



What're you waitin' for!? You have an electropole, there's Jar Jar— start pokin'!

GUNGAN CONTROLS

▲	DOWNWARD HACK
■	POKE
×	NOT USED
●	JUMP
L1	BLOCK
L1	NOT USED
R1	LOCK ON
R2	RUN

CONCEPT ART GALLERY

Score three goals in the "Gungan Roundup!" minigame to unlock the Jedi Power Battles Concept Art Gallery! From there, you can view much of the original artwork that went into making Jedi Power Battles a rock 'em, sock 'em, lightsaber-slashin' slugfest of fun! Access art from the title screen. (You'll have to beat Gungan Roundup! each time you want to view the concept art).

Simply score three goals against your opponent to win! Score a goal by persuading Jar Jar to step inside the holding sphere on your opponent's side of the rink.

SURVIVAL CHALLENGE!

MINIGAME 4

You beat the game. You have the skills. Now prove it. Beat this level to get the ultimate reward—Ultimate Saber mode. Toggle Ultimate Saber mode on from the in-game Pause menu and you've got Jedi realism the next time you play! That's right, your lightsaber will behave as a lightsaber should: everything dead in a single hit! Have fun wreaking havoc with your new toy!

ENEMIES

Pilot Droid

Battle Droid

Security Droid

Rifle Droid

Flame Droid

Destroyer Droid

Commander Droid

Tusken Raiders

Thugs

Grapple Droid

Survive the onslaught of 100 enemies. You have only one credit, four power-ups, and all the Force Powers and combos you've unlocked. Good luck.

QUEEN AMIDALA

BOLD

To unlock Amidala, you'll have to beat the game playing as Obi-Wan. Press SELECT while highlighting Obi-Wan in the Jedi Council Chamber to access her. The character image will then change to become Amidala.

Although young, Queen Amidala rules her people with extraordinary competence and fights with a marksman's skill. Armed with a single blaster, Amidala rushes into battle and fires off nearly every shot with complete accuracy. Learn how to fight all over again as you wield a blaster for the first time. Amidala moves quickly and packs a punch!

Amidala's supreme talent and intelligence were recognized early on. Amidala was trained vigorously in a spectrum of subjects, from politics to the darker side of combat, war, and self-defense. Soon after she completed her schooling, King Varuna stepped down from his throne and the Naboo elected Amidala queen.

If Queen Amidala tries always to solve problems without violence, it's not for lack of fighting skill. Amidala can hold her own when she must, and if you play as this character you'll find she has a unique style.

Amidala starts the game with all her moves unlocked, so as you play, you'll unlock no new attacks. Her blaster is equipped with an autotargeting tracker. Locking onto an enemy virtually guarantees Amidala's accuracy. Blaster fire is very effective, and often you'll find you can drop droids with a single shot.

ATTACKS

■,■,■ Royal Roundhouse

▲ Rapid Shot

× Single Blast

L2 + ■ Thermal Detonator (when she has one)

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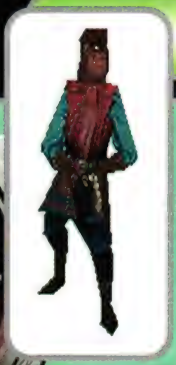


CAPTAIN PANAKA

COURAGEOUS

Beat the game as Obi-Wan to unlock Captain Panaka of the Naboo Royal Security Forces. Press SELECT while highlighting Plo Koon in the Jedi Council Chamber to access him. The character image will then change to become Captain Panaka.

Captain Panaka is Queen Amidala's adept and loyal servant. He serves as her protector, and to date has done her no wrong. A smart and willing soldier, Captain Panaka's tactical plans seldom fail. Thus, he became the most powerful and trusted of the Royal Security Forces.

After a stint combating pirates as part of a Republic Special Task Force, Panaka served under Captain Magneta, during King Varuna's reign. He honed most of his combat skills on the task force and took it upon himself to learn more about tactical planning and troop organization under Captain Magneta. After King Varuna stepped down and Captain Magneta resigned, Panaka was deemed the only one worthy of protecting the newly elected Naboo queen.

Panaka has fought with a firearm his entire life. His skill with a blaster rivals that of the best bounty hunters and trained killers.

Like Amidala, Panaka has all his attacks from the beginning of the game and won't grow in skill as he progresses. You, on the other hand, might. Panaka uses his blaster for ranged attacks, but prefers hand-to-hand combat up close. Captain Panaka is a strong fighter with medium speed.

ATTACKS

▲ Pistol Whip

× Single Blast

L2+■ Thermal Detonator (when he has one)

■,■,■ Captain's Crusher

■,■,▲ Powerful Lift

DARTH MAUL

EVIL

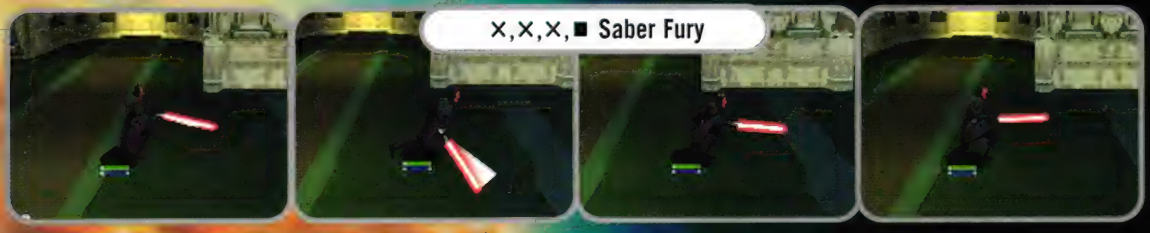
Beat the game as Qui-Gon to unlock Darth Maul. Press SELECT while highlighting Qui-Gon in the Jedi Council Chamber to access him. The character image will then change to become Darth Maul. A Sith Lord trained by Darth Sidious, Darth Maul fights with animal rage and violent fury. When confronting a worthy opponent, such as a Jedi Knight, Maul's allies are his grace and ability to inspire fear. Maul moves speedily and channels all his energy and hatred into his victims via his lightsaber's blood-red blade.

A master swordsman, Maul exercises complete control over the dark side of the Force. Little is known about the mysterious Sith Lord. Darth Sidious trained Maul expressly to take down the Jedi and destroy their order. As the Siths' trained weapon, Maul hesitates rarely in battle and never lets his prey get the upper hand.

Maul's combos are deadlier and he pulls them off faster than the game's other Jedi. He starts the game with all his Force Powers and combos unlocked.

COMBOS

×,×,▲ Sith Strike



×,×,×,■ Saber Fury

■,■,▲,▲ Dark Blade

■,■,×,×,▲ Sith Slash

▲ Heavy Strike

ITEM

L2,■ Thermal Detonator

The Sith Lord is no stranger to explosives. He'll use any means to achieve his goals.

FORCE POWERS

Maul calls on the dark side of the Force to blast enemies away in this explosion of evil.

L2,▲ Force Disruption

L2,● Force Sphere

Even a master of the dark side can get overwhelmed. It's no dishonor to call on a defensive Force Power.

L2,× Force Lightning

The oldest dark side trick in the book: zap your enemies and watch them squirm.

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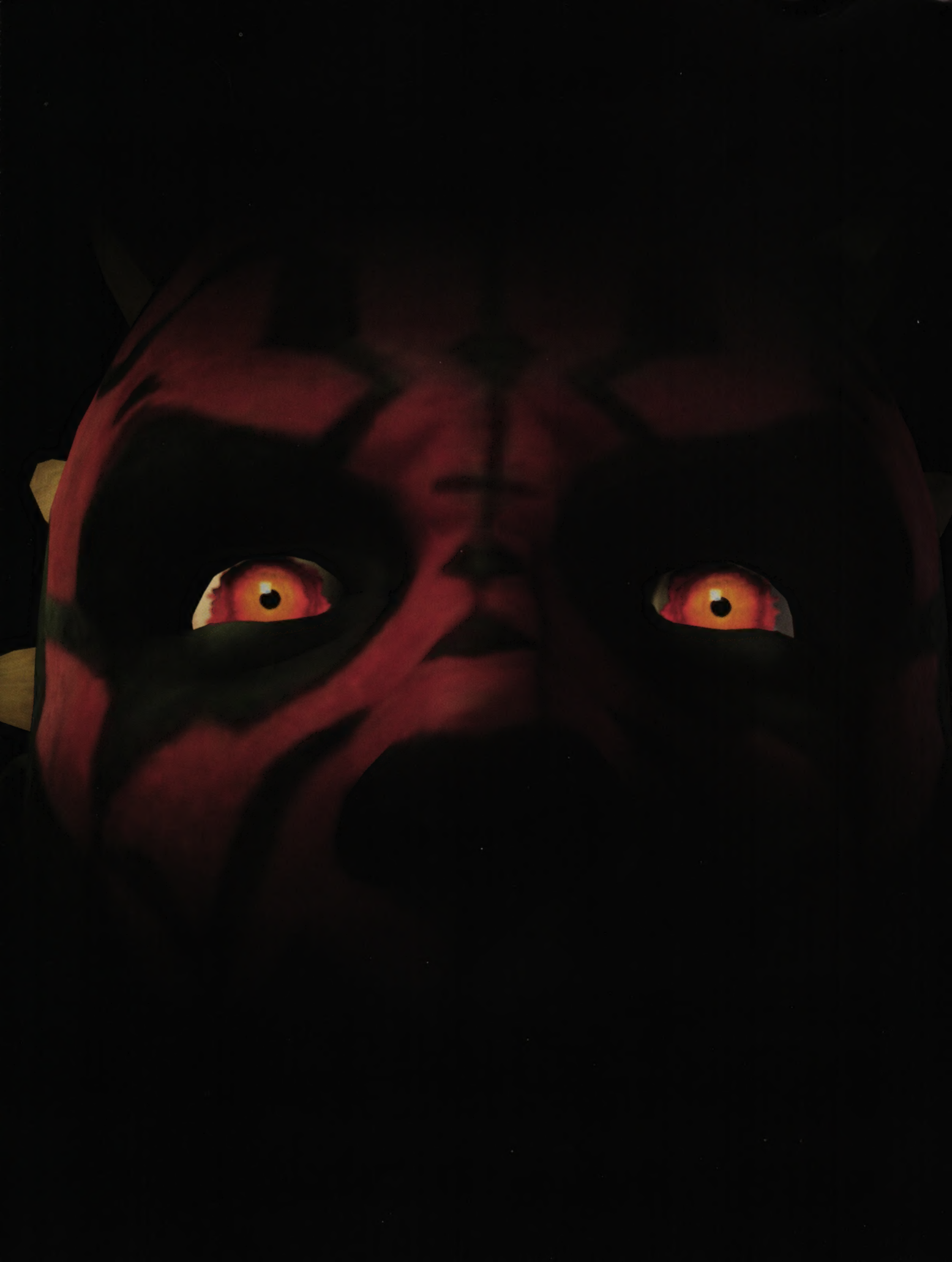

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